

**75P**  
Every Thursday

MAKE IT YOUR NEW YEAR'S RESOLUTION TO BUY **GAMES-X**

# GAMES-X

2nd-8th  
Jan '92  
Issue 36

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...



## EXCLUSIVE: GREMLIN'S VIDEOKID



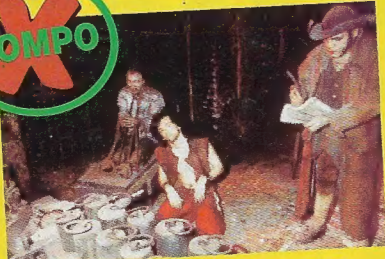
### GAMES INSIDE...

- ★ DR BRAIN
- ★ ROBOCOD - MEGA DRIVE
- ★ SUPER FORMATION SOCCER
- ★ MARIO LEMIEUX HOCKEY
- ★ FIGHTING MASTERS
- ★ TEENAGE MUTANT HERO TURTLES: THE ARCADE GAME
- ★ THE LEGEND OF ROBIN HOOD
- ★ SUPER MARIO 3 GUIDE
- PLUS...

**BEGINNER'S GUIDE  
TO THE  
AMIGA AND ST**



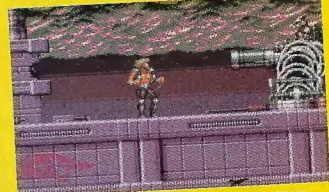
TAKE A PEEK AT CYBORNETICS  
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HUNDREDS OF POUNDS  
WORTH OF RPG GOODIES TO  
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PLAN 9 FROM OUTER  
SPACE PAGE 44



WOLFCHILD REVIEWED  
PAGE 18



THE ALL-FORMATS CHART LEAPS INTO THE NEW YEAR



## QUEEN OF KRYNN

SSI's Dragonlance saga is due to receive its third instalment, in the shape of the **Dark Queen of Krynn**.

The game propels you across the sea to Taladas for the final battle against Krynn's worst nightmare!

This latest game will see adventurers encountering monsters twice the size of anything they've ever seen

before. Players will also be able to advance their characters to the 40th level!

Featuring SSI's normal RPG system, the **Dark Queen of Krynn** includes enhanced graphics, digitized effects and extensive underwater exploration.

Available first on PC format and on the Amiga later in the year, **The Dark Queen of Krynn** will be available from US Gold sometime in the spring.



## SAMURAI - THE WAY OF THE WARRIOR

**T**he Way of the Warrior is a game of conquest, combining the strategic planning of large campaigns with the intricate detail of man-to-man fighting.

The strategic level concerns matters such as finances, reinforcements and both attack and defence plans. The two sides comprise of a number of different troops; Samurai (mounted and on foot), Archers, Spearmen and Arquebusiers (crude musket bearers).

All are beautifully drawn and animated and feature authentic and accurate costumes. The Way of the Warrior is full of extra touches which ensure it's more than just another wargame.

The game will be released on the ST, Amiga and PC in April. Available from Impressions it promises to be its most spectacular title to date. Would-be generals shouldn't miss it.

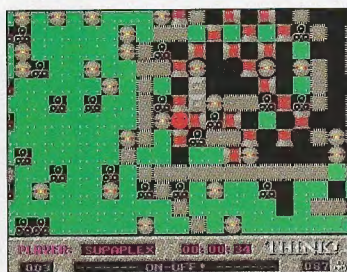


## FORGOTTEN REALMS

Following on from Gateway to the Savage Frontier, **Treasures of the Savage Frontier** is SSI's second game in the Forgotten Realms series.

A must for all role-playing fanatics, the game will be available on the PC and Amiga in the spring.

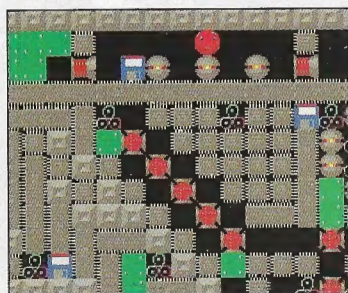
## PC SUPAPLEX



For those of you who own a PC comes the definitive maze-puzzle game. Put away your copies of Simplex, here comes **Supaplex**. Available from Digital Integration on its Dream Factory label, Supaplex will cost £25.99.

The game itself sees you assuming the role of Murphy, bug hunter extraordinaire. Your task is to conquer 111 imaginative and challenging levels - believe me, it isn't easy.

For real Supaplexers the game features a £2,000 prize competition. It's been out on Amiga and ST since October, so grab your copy right now!



## TALES OF MAGIC

Role-players stand by for 1992. The leading expert in the FRP field, SSI, is set to launch its very own adventure series. **Tales of Magic** will be the first game to appear and will be available on the PC and Amiga around Easter time.

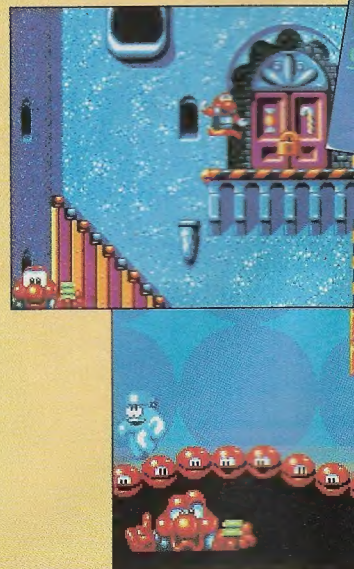
Unlike SSI's Advanced Dungeon and Dragons games, the Tales of Magic series will feature less fighting and more character interaction and puzzle solving. More news as we get it.

## LICENCE TO GILL

**M**illennium is riding high in the charts with Robocod. If you own the game take a peek through all the paperwork you get in the packaging.

You should find a form inviting you to join the top-secret organisation FISH. Only the most talented applicants need apply, but for those who pass the tests a double-life awaits.

On the surface you may see just an ordinary games player, however, you could also be a FISH. Underwater Agent - Licence to Gill! Search your Robocod box now, you may be the next James Pond!





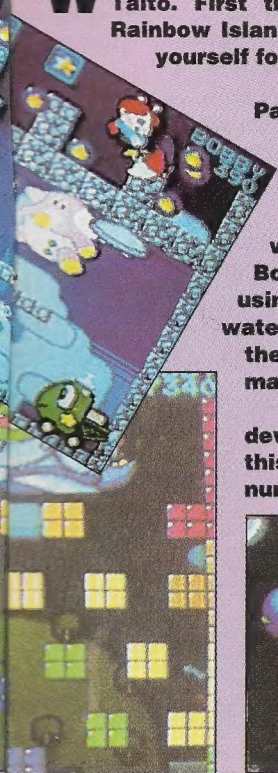
# PARASOL STARS

**W**hen it comes to cute platform games no one can beat Taito. First there was Bubble Bobble, then came Rainbow Islands, now the time has come to prepare yourself for *Parasol Stars*.

Available from chart-topping Ocean, *Parasol Stars* will be available around April time. As with the previous games *Parasol Stars* features simultaneous two-player action.

Set over eight meanie-packed worlds, the game sees Bobby and Bobby overpowering a myriad of nasties using four kinds of elemental drops - fire, water, lightning and stars. As a final feat the duo has to confront the evil mastermind, Chaostikahn!

*Parasol Stars* is currently in development at Ocean's HQ and even at this early stage we reckon it's a sure-fire number one hit!



## LIVERPOOL

Grandslam's soccer game, *Liverpool*, is scheduled for release just before the FA Cup final in May - so let's hope the mighty Reds pull through, eh?

The game is going to trace the long, hard road to Wembley, combining team management and coaching - sheepskin coat, stopwatch and shell suit not supplied.

The management aspect includes signing up new players, selling old

duffers, and then on pitch tactics and strategy are, of course, of fundamental importance.

After all the team management which, as it happens, is rather fun to faff about with, there's the actual match. On field, the presentation resembles John Madden's American Football, with a jaunty 3D pitch which works rather well.

All in all a very tidy soccer package for Amiga, ST and PC.



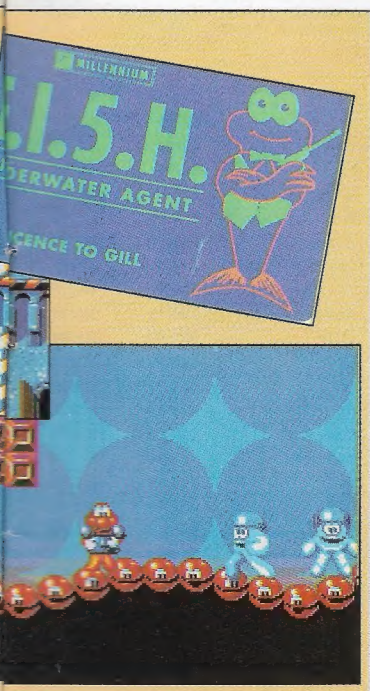
## BEAVERS

Grandslam's early '92 release, entitled *Beavers*, stars non other than Jethro Beaver, a good ol' North American name if ever I heard one.

The action is platform based as you control Jethro the Beaver in a bid to rescue your girly beaver friend, who has been kidnapped by the evil fox gang.

Anyway, to cut a completely truly sublime story to the quick, the beaver punter must travel the four valleys collecting various weapons which you must use against the four bears guarding the valley.

Each level is divided into four sub-sections which are linked by dams which is obviously where the beaver bit comes in. It's due out in the new year!



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Just like Rodlands... but with guns! Action from the Wild West to outer space

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# SOCCER STARS



## FOUR GREAT GAMES !! ONE BIG VALUE PACK !!

AVAILABLE FOR: COMMODORE AMIGA, ATARI ST, IBM PC & COMPATIBLES\*, COMMODORE 64, AMSTRAD CPC AND SPECTRUM.

\* IBM PC VERSION INCLUDES THE FOLLOWING GREAT GAMES: KICK OFF 2, MICROPROSE SOCCER, WORLD CHAMPIONSHIP SOCCER.™

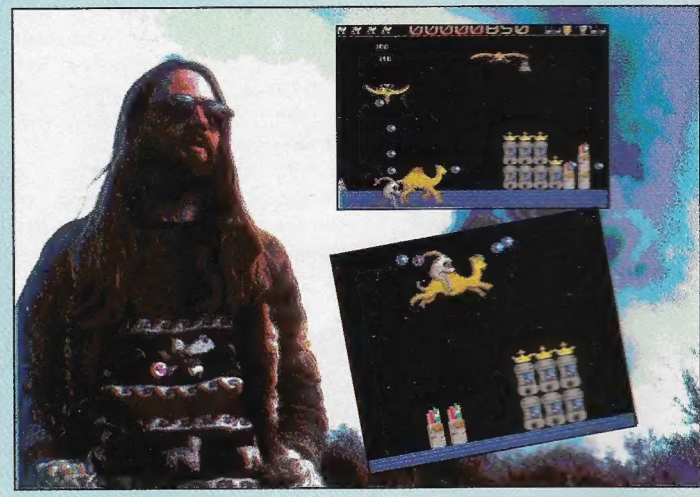


© 1991 Sega Enterprises Ltd. All Rights Reserved.  
"World Championship Soccer" and "Sega" are trademarks of Sega Enterprises Ltd., Japan.  
This game has been manufactured under licence from Sega Enterprises Ltd., Japan.)

## JEFF MINTER

Veteran game designer, Jeff Minter is dying to get his mitts on Atari's promised 64-bit console, the Jaguar. Meanwhile, Yak has been at his Welsh farm, working on the Amiga version of the 8-bit hit, *The Mutant Camels* which is due for release just after Christmas.

When he finally receives his pre-production Jaguar, Jeff is looking forward to experimenting with all that power, especially projects involving true alien intelligence. *Revenge Of The Mutant Camels* will be published in January on the Llamasoft label.



### CD TV RELEASES

Domark is showing its commitment to CDTV with three releases in early '92. Each title contains two Domark 16-bit releases and the price of these twin packs is around £39.99.

The combination of MIG-29 and

Super Fulcrum will interest flight sim fanatics, while the two top graphical adventures, the *Prince of Persia* and *Nam* will benefit from the quick access and processing power that CD boasts.

Finally there's *3D Construction Set* and *Castlemasters* throughout the early part of '92.

## ON THE SHELF!

Here is a list which has been compiled by GX, with the help of Centresoft and Leisuresoft, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
Conspiracy	Accolade	PC	£30.99	3/1/92
Denaris	Anco	ST	£7.99	7/1/92
Epidemic	Electronic Zoo	Amiga	£20.99	7/1/92
Football Director 2	D&H Games	PC	£9.99	3/1/92
Football Manager 3	Prism	Amiga, ST, PC	£24.99	10/1/92
		Spectrum, Amstrad	£10.99	10/1/92
Guy Spy	Readysoft	Amiga	£29.99	10/1/92
Hydra	Domark	C64 cass	£10.99	8/1/92
		C64 disk	£14.99	8/1/92
International Sports Challenge	Empire	Amiga, ST, PC	£29.99	7/1/92
Jack Nicholas Golf	Commodore	CDTV	£39.99	7/1/92
Last Battle	Elite	ST	£20.99	7/1/92
		PC	£29.99	7/1/92
Les Manley Lost	Accolade	PC	£30.99	10/1/92
Microprose Grand Prix	Microprose	Amiga, ST	£30.99	10/1/92
PP Hammer	Demonware	C64 disk	£15.99	7/1/92
Race Drivin'	Domark	ST	£24.99	10/1/92
		PC	£29.99	10/1/92
		C64	£10.99	10/1/92
Spy Vs Spy	Commodore	CDTV	£34.99	10/1/92
Thunderjaws	Domark	PC	£29.99	10/1/92
Tip Off	Anco	ST	£25.99	7/1/92
Warlords	SG	ST	£25.99	10/1/92
World Championship Soccer	Elite	PC	£25.99	10/1/92
Wrath of the Demon	Titus	C64	£24.99	1/1/92



# GALLUP CHARTS

It's here, your weekly look at what's up, what's down, what's new and what's what.

1	◆	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT
2	◆	<b>BART VS THE SPACE MUTANTS</b> House: OCEAN Team: ARC DEVELOPMENTS
3	◆	<b>TERMINATOR 2</b> House: OCEAN Team: DEMENTIA
4	◆	<b>TURTLES - THE COIN-OP</b> House: IMAGEWORKS Team: PROBE
5	◆	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
6	◆	<b>FINAL FIGHT</b> House: US GOLD Team: CREATIVE MATERIALS
7	★	<b>DIZZY'S EXCELLENT ADVENTURES</b> House: CODEMASTERS Team: OLIVER TWINS
8	▼	<b>LOTUS TURBO CHALLENGE 2</b> House: GREMLIN Team: MAGNETIC FIELDS
9	▲	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
10	▲	<b>CARTOON COLLECTION</b> House: CODEMASTERS Team: VARIOUS
11	▲	<b>SOCCER STARS</b> House: EMPIRE Team: VARIOUS
12	▼	<b>BIG BOX</b> House: BRAU JOLLY Team: VARIOUS
13	▼	<b>HEIMDALL</b> House: CORE DESIGN Team: 8TH DAY
14	▼	<b>JAMES POND 2 - ROBOCOD</b> House: MILLENNIUM Team: C SORRELL & S BAK
15	▼	<b>RAINBOW COLLECTION</b> House: OCEAN Team: VARIOUS
16	★	<b>RUGBY THE WORLD CUP</b> House: DOMARK Team: WALKING CIRCLES
17	◆	<b>MANCHESTER UNITED EUROPE</b> House: KRISALIS Team: P HARRAP
18	★	<b>ROBOCOP 3</b> House: OCEAN Team: DID
19	▼	<b>PITFIGHTER</b> House: DOMARK Team: TEQUE
20	★	<b>MICROPROSE GOLF</b> House: MICROPROSE Team: THE THOUGHT TRAIN

1	★	<b>ROBOCOP</b> House: HIT SQUAD Team: PETER JOHNSON
2	▲	<b>NEW ZEALAND STORY</b> House: HIT SQUAD Team: CHOICE
3	★	<b>STUNT CAR RACER</b> House: KIXX Team: GEOFF CRAMMOND
4	▼	<b>BUBBLE BOBBLE</b> House: HIT SQUAD Team: SOFTWARE CREATIONS
5	▼	<b>DOUBLE DRAGON 2</b> House: TRONIX Team: BINARY DESIGN
6	▼	<b>CHASE HQ</b> House: HIT SQUAD Team: TEQUE
7	▼	<b>ALTERED BEAST</b> House: HIT SQUAD Team: ACTIVISION
8	★	<b>BATMAN - THE MOVIE</b> House: HIT SQUAD Team: OCEAN
9	▼	<b>DRAGON NINJA</b> House: HIT SQUAD Team: OCEAN FRANCE
10	★	<b>SCOOBY DOO AND SCRAPPY DOO</b> House: HI-TEC Team: IN HOUSE

1	◆	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT
2	◆	<b>BART VS THE SPACE MUTANTS</b> House: OCEAN Team: ARC DEVELOPMENTS
3	▲	<b>LOTUS TURBO CHALLENGE 2</b> House: GREMLIN Team: MAGNETIC FIELDS
4	◆	<b>HEIMDALL</b> House: CORE DESIGN Team: 8TH DAY
5	▲	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
6	▼	<b>JAMES POND 2 - ROBOCOD</b> House: MILLENNIUM Team: C SORRELL & S BAK
7	★	<b>ROBOCOP 3</b> House: OCEAN Team: DID
8	▲	<b>LEANDER</b> House: PSYGNOSIS Team: TRAVELLERS TALES
9	★	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
10	★	<b>KNIGHTMARE</b> House: MINDSCAPE Team: TONY CROWTHER

1	◆	<b>WWF WRESTLEMANIA</b> House: OCEAN Team: TWILIGHT
2	◆	<b>BART VS THE SPACE MUTANTS</b> House: OCEAN Team: ARC DEVELOPMENTS
3	▲	<b>MICROPROSE GOLF</b> House: MICROPROSE Team: THE THOUGHT TRAIN
4	▲	<b>JIMMY WHITE'S WHIRLWIND SNOOKER</b> House: VIRGIN Team: ARCHER MACLEAN
5	★	<b>FINAL FIGHT</b> House: US GOLD Team: CREATIVE MATERIALS
6	▼	<b>LOTUS TURBO CHALLENGE 2</b> House: GREMLIN Team: MAGNETIC FIELDS
7	▲	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
8	★	<b>KNIGHTMARE</b> House: MINDSCAPE Team: TONY CROWTHER
9	★	<b>FOOTBALL CRAZY CHALLENGE</b> House: ANCO Team: DINO DINI
10	★	<b>4 WHEEL DRIVE</b> House: GREMLIN Team: VARIOUS

1	★	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
2	◆	<b>BART VS THE SPACE MUTANTS</b> House: OCEAN Team: ARC DEVELOPMENTS
3	★	<b>GUNSHIP 2000</b> House: MICROPROSE Team: MPS LABS
4	★	<b>LINKS</b> House: US GOLD Team: SSI
5	★	<b>SIM EARTH</b> House: OCEAN Team: MAXIS
6	★	<b>EYE OF THE BEHOLDER</b> House: US GOLD Team: SSI
7	★	<b>MARIO ANDRETTI'S RACING CHALLENGE</b> House: ELECTRONIC ARTS Team: IN HOUSE
8	★	<b>ACTION MASTERS</b> House: INFOGRAMS Team: VARIOUS
9	★	<b>THE BLUES BROTHERS</b> House: TITUS Team: IN HOUSE
10	★	<b>ELVIRA - THE ARCADE GAME</b> House: FLAIR Team: IN HOUSE

★ New Entry ▲ Climber ◆ Non mover  
▼ Faller ★ Re-entry

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# COMPO

# CHILL OUT

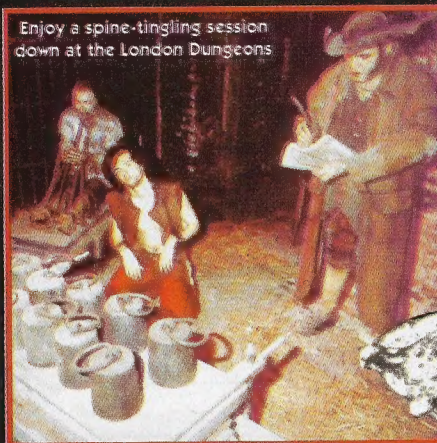
**WIN A GHOULISH TRIP TO THE LONDON DUNGEONS AND MAKE THE APPARITION OF A TOP RPG BATTLE SYSTEM COME REAL!**

**P**repare to rub your amulets in anticipation, for you and a chum could soon be exploring the darkest pits of torture to mark the launch of Electronic Zoo's truly spectacular role-playing game, Abandoned Places.

Shake off the ghost of Christmas past and win an all expenses paid trip for two to the most 'orrible of places,

the London Dungeons. Then, if you can take it, pork out with a slap-up meal in a restaurant.

In addition to this trip of a death-time, you'll receive a top traditional role-playing game battle system which includes all the lead figures and equipment. Five runners-up will receive an RPG battle system, courtesy of Electronic Zoo.



Enjoy a spine-tingling session down at the London Dungeons

### GOOSE BUMPS

All you have to do is list the five items the witch is most likely to be drooling over, ready to boil up in her cauldron.

Send your entries before 24th January '92, to: Chill Out Compo, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.



- ICE-CREAM
- CHIP SHOP-STYLE MUSHY PEAS
- EYE OF A FROG
- DRIED BLOOD OF A SNAKE
- CLAW OF A WEREWOLF
- SCALE OF A SALAMANDER
- FAIRY CAKES
- A NEWT'S TAIL
- TOFFEE APPLES
- CHOCOLATE CARAMEL

## CHILL OUT

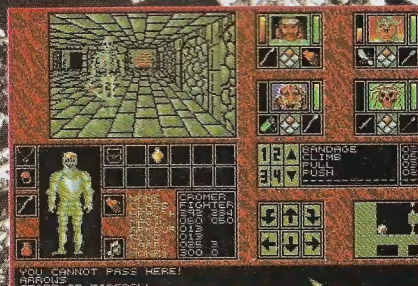
THE FIVE INGREDIENTS ARE:

- ANSWER 1 .....
- ANSWER 2 .....
- ANSWER 3 .....
- ANSWER 4 .....
- ANSWER 5 .....

- Name.....
- Address.....
- .....
- .....
- .....
- Post Code .....

**RULES**  
No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The judge's decision is final. No photocopied competition entries will be accepted.

- The machine I use most is: .....
- But I also use .....

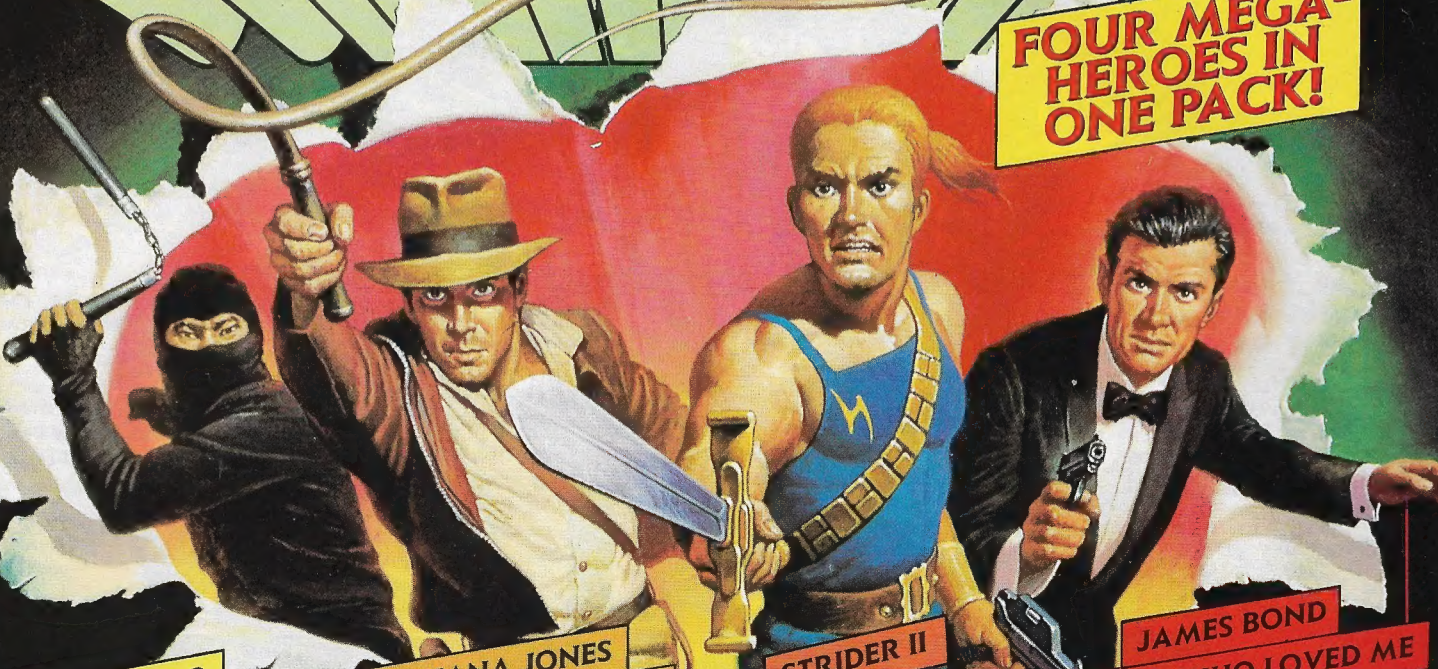


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REMOVAL STAFF OF FIREBALL



# SUPERHEROES™

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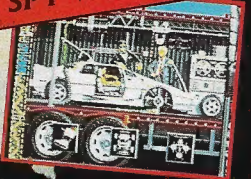
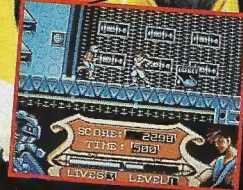


**LAST NINJA 2**

**INDIANA JONES & THE LAST CRUSADE**

**STRIDER II**

**JAMES BOND THE SPY WHO LOVED ME**

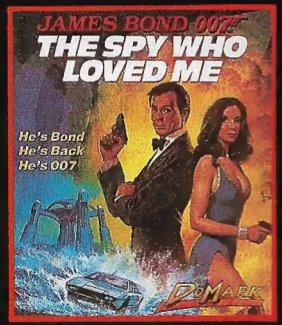
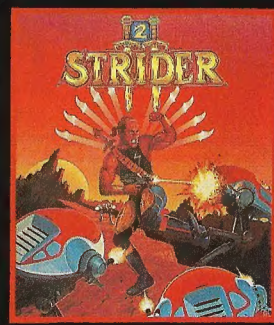
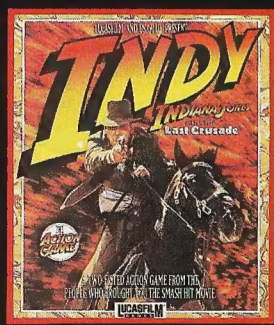
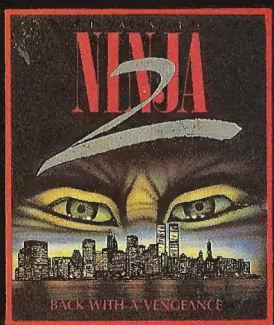


■ Transported across the abyss of time to modern day Manhattan, you confront your arch-enemy Shogun Kunitoki once more – use all your intelligence, cunning and Ninja skills to vanquish this evil man.

■ Play out Indy's greatest moments of danger and triumph in this blockbusting game. Fight off the enemy, dodge hazards and search for valuable objects in your quest for the world's most precious treasure – The Holy Grail.

■ Strider's armed to the teeth and back with a vengeance. His task – to rescue an important world leader kidnapped by aliens. If his legendary aerobic ability and swordsmanship are not enough to get you through level after level of action, a blast from his devastating high-velocity gyro laser gun may just do the trick.

■ James Bond stars in a classic action-packed race against time to save the world from the crazed and power mad Karl Stromberg. With one-to-one arcade style shoot-outs, multi-level action and top secret codes to crack, this is the fastest paced and most exciting Bond thriller to date.



# DOMARK

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# HELP!

*The Games-X mailbags always bulge with problem letters. Unfortunately, we don't often have the space to offer comprehensive help, and Doctor X won't lower himself to reply. So here for the next four weeks, in glorious technicolour, we answer some age-old queries for new ST and Amiga owners.*

**Q** There is a clock on my computer, but I can't get it to keep the right time. What should I do?

**a** Both the Amiga and the ST have built-in clocks. They can be set before a session and keep accuratish time via the power source.

Unfortunately, if you reset the computer, you also reset the time.

If you really want your computer to have the correct time, all the time, then you'll have to invest in a battery backed clock.

On the Amiga it is usually an optional extra on memory upgrades, and on the ST you can buy a battery pack cartridge.

A wrist-watch is almost certainly a more useful option.

**Q** Every now and again on my ST, cherry bombs appear on screen and I have to reset the computer. My Amiga does something similar, the TV screen goes black and a message says Guru.Meditation followed by some numbers. I've waited, like a Guru, but I can't continue my game.

**a** These are both signals that your computer has 'crashed' - which means the whole system has seized up.

It may be a fault with the game or the disk, but it's an irritating habit which

periodically strikes all computer users. You will have to restart the computer and then reload the game. Try also removing any external connections such as a printer or a second disk drive since these may be the cause.

**Q** I loaded up a game and it seemed ready for action. However, when I used the joystick, nothing happened.

I noticed the mouse made my spaceship move, but only by wobbling it around in a frenzy. What should I do?

## FILO FAX

**Q** I need to have a 'Formatted Disk'. Where do I buy these from, or how the heck do I get them? I've tried following the manual's instructions, but they lose me.

**a** A formatted disk is a computer disk specially made readable for your computer. You can't buy them, but they're a doddle to make on the ST and they're a real pain on the Amiga.

On the ST, when the Gem Desktop screen appears with disk drives a & b on the screen, insert the disk you want to format and click once, with the mouse, on the 'drive:a' icon. Make sure it goes black. Move your pointer up to the word file and then double click on 'format'.

Follow the on-screen questions, and bingo.

The Amiga is much trickier. Insert your workbench disk when you turn the computer on. When loaded, insert the unformatted disk. Ignore the complaints, and click on the 'bad disk' so it changes colour. Move up to the top of the screen and press the right mouse button. Search the menus for the word 'initialise', highlight this, then release the button.

Then do as the computer says, insert the workbench and the to-be-formatted disk alternatively. To be safe, move the tab on the workbench disk so you can see through it, rendering it unerasable. Follow the on-screen prompts and click on OK after each.

**a** This problem is thankfully less common now, but it used to be a real pain and re-emerges now and again.

What you have to do is pretty easy. Simply remove the mouse from its usual home, and slot in the joystick in its place. Try this before hurling your joystick across the room or sending the game back.

For some reason certain games can't be played unless the joystick is inserted in the mouse port.

**Q** What are the funny keys on the top of my keyboard? The ones with Fs on and numbers. Are they there to make the computer look pretty and high-tech? I've tried hitting them but nothing happens, even in my few games they don't do anything.

**a** The F-keys are function keys. They are designed to make your life easier although they're seldom used. They're probably pretty redundant, unless you dabble in serious software and programming.

## XTRAS

What are those little squares, bars and arrow things on those boxes with pictures in? I know one gets rid of everything, but that's about it! Please give me a run down of what they are, and their uses.

The little squares, bars and arrow things are actually gadgets in the windows and are quite useful. The top left square gadget, as you've noticed, closes the window. On the ST the top right opens the window to fill the screen.

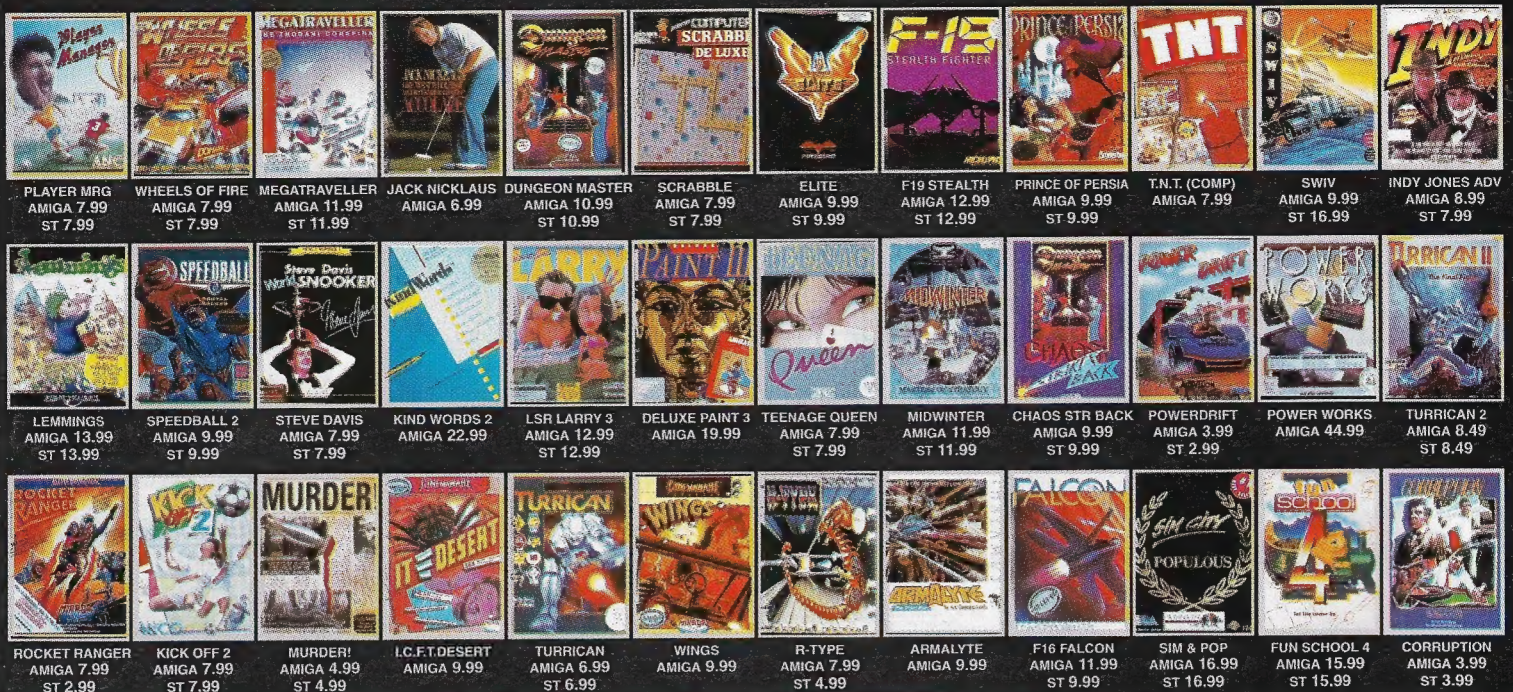
However, on the Amiga, awkward as ever, the two are the back and front gadgets. Basically, they bring the different windows, as the name suggests, from the back to the front, and vice versa. So if you have many windows open you can swap and change between them!

The bar with the name on is the dragging bar, clicking on this enables you to shift the entire window to somewhere else on the screen. The lonely square gadget at the bottom right enables you to adjust the size of the window, making it as big or as small as you desire.

The scroll bars on the right and along the bottom depict how much more is in the window, which isn't currently visible. Use the arrows to move and see past the shaded areas, so you can examine the program or whatever, which you're looking for.

Windows are extremely useful things once you get to grips with them, you'll soon wonder how you managed without them!





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You're in Indian territory now boy. Beware of such terrors as the dreaded scalp technique here, oh and let's not forget that age old row boat through the head either!

**RATED**  
GAME OF THE WEEK



# VIDEOKID

Those spears at the bottom have to be moved through skilfully for they cannot be destroyed in any way. If they touch you then your energy will be reduced



**Young Billy spends all his waking moments watching TV. When dad brings home some new video cassette he decides to watch the tapes immediately, but is sucked inside the screen...**

**V**ideokid is the world's first cute'em-up according to Gremlin. It couples high-speed shoot'em-up action with loads of cutesy graphics of the type you'd normally expect to find in a platform game.

You control Billy in his various guises as he manoeuvres around the eight-way scrolling landscapes while shooting all the meanies that unfortunately fly his way. He can collect many power-ups and weapons to help him as he goes.

The five worlds will take him through many film-style scenarios: medieval world, western world, science fiction world, gangster world and finally horror world.

Each is made up of a number of stages and of course there is a large nastie to get to grips with at the end.

### USING THE ZAPPER

As you move around the levels casually shooting at the fluffy, gorgeous little nasties, you can also collect spheres. What these do depends on the colour it was before you collected/shot it.

Blue powers up your current

weapon, black gives you another smart bomb, green gives you a second weapon, and yellow gives you a choice of the various weapons.

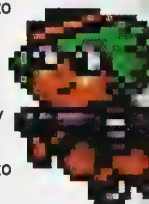
The weapons that Billy can use throughout the game are all gradually more powerful than the last, but each will have its advantages and disadvantages.

For instance, the projectiles are fast moving and get to where they are going almost instantly, but sadly they aren't always all that deadly and so killing the large beasts often seems to take a long time.

As well as the nasties that you can shoot there are also many indestructible things essential to avoid. The form of these depends upon the current scenario.

The game is constantly scrolling so you will also have to be careful when moving about because it is possible to get caught behind scenery and die as a consequent.

Elsewhere in the game you have an energy bar illustrating how far away from



In the 1930s American gangsters ruled the streets, one thing they didn't count on though was a flying boy with a mean tommy-gun

Science fiction world is perhaps the best looking one of the five. The graphic artist must have let his imagination run wild to create some of the things here



### The Five Faces of Videokid



The wizard: Spell master supreme



The cowboy: Yeeeeeeehaaaa!



The space man: Oxygen free zone!



# FACT FILE

**Software House:** Gremlin  
**Development Team:** Twilight  
**Music and FX:** Sean Kelly

**Amiga** From the looks of this you'd think that it was a game in a similar style to Mega Twins, especially since the graphic style is just about the same as the aforementioned platform game.

Everything in the game is drawn as though the artists are trying to make you produce great bucketfuls of vomit as you play.

Billy is well drawn in all of his many costumes and some of the enemy sprites look so cute that it almost seems a shame to blow them away.

The parallax scrolling is smooth and the game doesn't slow down when there are too many sprites on screen. In fact, everything that ever appears on the screen moves smoothly without the slightest sign of a judder.

On the title screen the tune is a very jolly little number that will get your foot tapping when you relax and during the course of the game all the various sound effects, while not being brilliant, adequately serve their purpose.

The main problem with Videokid is that all the enemies appear in exactly the same place game after game. This means that after a few days of dedicated playing you'll be able to complete the first few levels without losing a single ounce of energy.

Nonetheless this is a high quality product that will undoubtedly be enjoyed by the younger generation of game players.

For the more experienced gamers it will take a true shoot'em-up junky to get the most out of it.

**£25.99 OUT NOW**

**Atari ST** The Atari version will be every bit as fun to play as the Amiga. The scrolling will be just as smooth and both layers and all the visuals will be identical.

As usual the main difference between the two versions will lie in the sound quality.

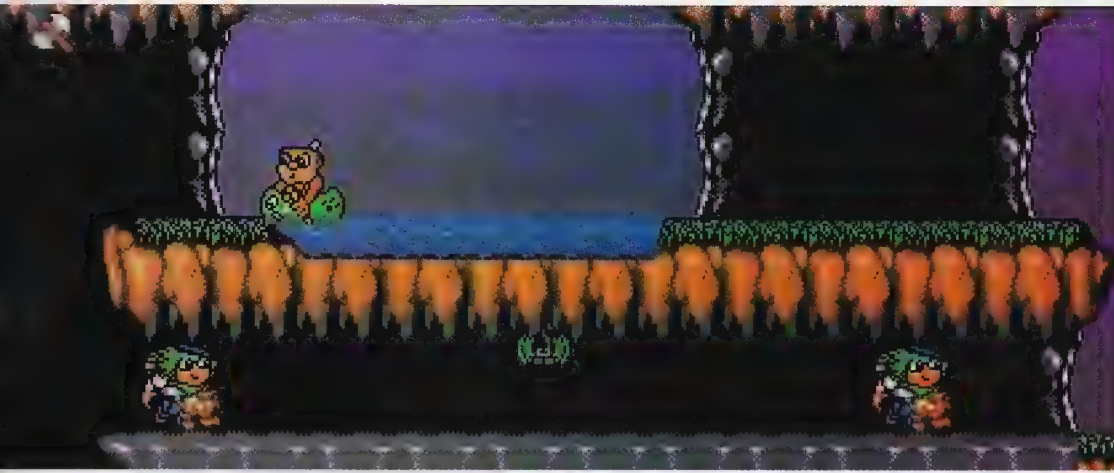
The ST tune is still the happy ditty it was on the Amiga, just not quite as good and the in-game effects don't seem out of place.

If you are searching for a decent blast with an appealing look and feel to it, then seek no further than this.

**£25.99 OUT NOW**

**X-RATING: XXXX**

**Gameplay: 17/20**  
**Lastability: 16/20**  
**Presentation: 17/20**



As you go along minding your own business a door will suddenly smash open and three meanies will leap out and attempt to do away with you



death you are on each life. At the end of the last stage on each world you will come face to face with an extremely huge and cuddly end-of-level creature.

However, if you cuddle these then you could end up having a death related fit and lose one of your five lives.

For each world, Billy appears in the correct costume for that particular area. His attire ranges from a cowboy outfit, through vampires and wizards, to spacemen. Our hero isn't the only thing that changes either; all the enemy sprites fit snugly into place as well.

Sometimes you will witness a smart bomb being thrown out in your midst. When this explodes you'll be graced with a completely empty screen for a few seconds. You start the game off with three such incidents.

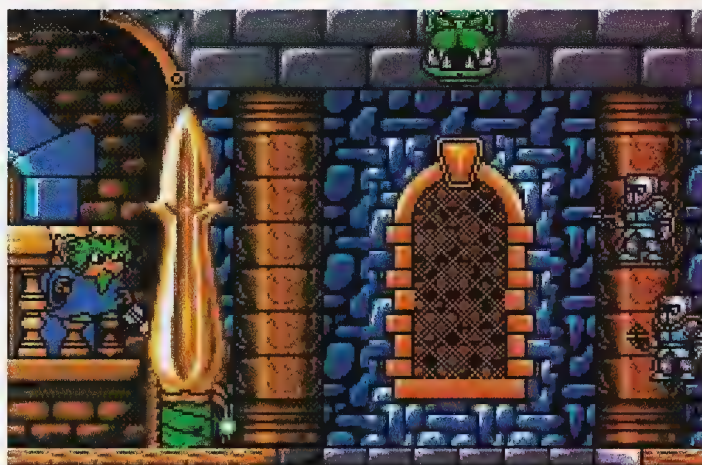
## WHAT A NASTY MAN

As well as the various weapons available Billy can also get them to fire in various directions such as diagonally up and down, forward and backwards, and also straight up and down.

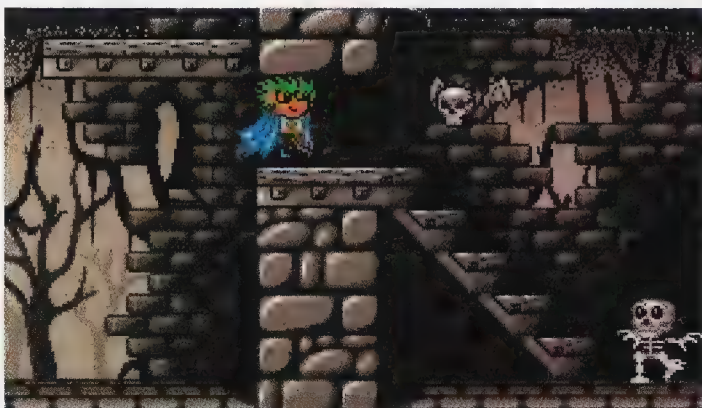
The best of these to use all depends on which level you are currently battling through.

When you have completed all five worlds you will come face to face with the nasty little tea-leaf that catapulted you to this world in the first place.

If you are successful in killing him then you will be transported back to the real world. One thing for certain, you won't be watching TV for a while!



Occasionally, just to keep you on your toes, a large spear will pop up from the bottom of the screen and try to kill you



The last level takes place in horror world and in true '50s fashion it is presented in glorious black and white. Of course you are still coloured and therefore stand out by a mile



The gangster: "Give us the money!"



The vampire: "I want to suck your blood!"



# GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

**X-RATING: XXXX**

The higher the rating the better the game

**BRIAN** is an absolute gem of a bloke. He is funny, great to be with, modest and for the most part an upstanding member of the team. Oh, and let's not forget to mention that he wrote this so that you are sure it has no bias whatsoever! (Ha!)

**FEARGUS** is really busy at the moment, he has to sort all the writers out every morning and hand out the work to the artists, not to mention reading through all the pages. It's a sad day when Feargus isn't in the office I can tell you!

**JOHN** has recently suffered the nasty symptoms of an upset stomach. (Perhaps he shouldn't have insulted it!) However, he is back to normal again and shuffling round the office with all the enthusiasm of a dead rat!



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

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Which formats are available, followed by a comparative evaluation, the price and the release date.

## OUT OF THE FRYING PAN INTO...



This big bad monster looks hungry. I think I'm going to be the main course for lunch...



Some big guy this, but he saved me, bless his little cotton socks

**A**nother World starts with a professor messing around with particle accelerators – a physics boffin's idea of a good time. Unbeknown to him though, a lightning storm occurs which cocks up the entire sequence of events.

The whole system suddenly backfires in the professor's face. Puff! He's transported to another time, another place – another world.

You are literally thrust in at the deep end in that you appear submerged in a vast pond, still sitting at your desk. Now, you may think you're still in the intro sequence. Nope, none of that. It's up to you from now on.

After getting past some grasping bog monster, you then have to avoid poison-hooked slug creatures, be chased by some ominous chimera, swing on ropes, and confront some mean looking dudes. And that's in the first few screens!

Take a breather now because you'll find relaxing bits few and far between in this game. Furthermore, to keep you especially on your toes, you only have one life. None of that multiple life nonsense here; it's a precious commodity and all too easy to lose.

### CURIOSER AND CURIOSER

As you progress further through the game you'll become steadily more engrossed in the unwritten story-line.

You don't really know what the dickens is supposed to be going on, but you soon come to realise that as a



# ANO

# WO

stranger in a strange land, the chunky looking folk don't have any respect for your life.

Movement is easy but you really do need to be accurate with excellent timing to succeed in certain areas. Usually on a single plane, simple joystick movements are all what are called for; Left and Right for movement, Down for crouching and Up for leaping.

The fire button acts both as a way of speeding up your movement and firing your collected laser. Actually, firing it is rather ingenious and it certainly changes the entire style of gameplay.

Pressing it creates bips of laser fire, a longer hold creates a shield, and even longer makes one huge blast of power which can cut through almost anything.

### DREAM ON

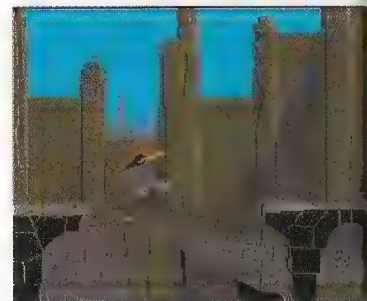
Although the action is dictated in many respects, you are offered choices. Only when you're constantly visiting terminal dreamland do you realise that you've possibly made a mistake – or then again, it might really be that tough!

Graphically, the game has an impressive range of options. You can view the standard screen, or three others. There is a high res mode, a vertical mode, and the special cinemascope mode.

The latter is probably the only one worth using now and again, but the standard mode is far more adequate.

Elements of many games come to mind in Another World, yet the finished product is radically different from the usual lot on computer store shelves.

Smooth platform action, shoot'em-up aspects, and devilish adventurers' puzzles as you'd expect from the guys who brought you Future Wars. Addiction is guaranteed.



Leaping for glory. There isn't much chance of success, just look at the gap! I just hope there's something soft for him to land on



Oh I know you're dead and I mean I know if I blasted a little recovery that's all



Oh I know you're dead and I mean I know if I blasted a little recovery that's all



# FACT FILE

Software House: US Gold/Delphine  
 Programmer: Eric Chahi  
 Sounds: Jean-Francois Freitas

**CE Amiga** I really enjoyed *Another World*. It is a game which offers a real challenge to the serious gamer. So much so that it may be seen at times to be too hard.

However, it succeeds admirably in holding your interest until you have completed the particular level and have the access code to leap straight in at the next area.

Graphics are crisp and clear. They aren't prettified in the normal way, but are slickly presented with enviable animation which is so smooth that it really does hark back to games such as *Prince of Persia* and even *Impossible Mission* on the C64.

The game is actually a pleasant mixture of film storyboard-cum-comic book narrative together with intelligent action. Puzzewise, it is basically logical, although fans of the adventure *Future Wars* will find it quite a considerable change.

Sounds are crystal clear and atmosphere building and really do add to the gameplay action, producing elements of tension to an already tension-packed game.

The programmers weren't too austere though, for there is many a light-hearted touch within the plot. An essential extra.

The major quibble seems to be in the difficulty level and the sheer amount of tricky manoeuvres before you reach a further code for later levels. However, this does also work to its advantage.

All in all, it is a true gamer's game. Elements of many genres come into effect and the finished product is one of pure professional quality.

Add to this the Gallic charm of a Delphine game and it's destined to be a sure-fire winner.

**£25.99 OUT NOW**

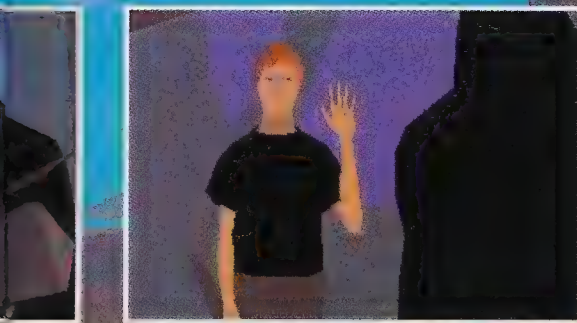
**Atari ST** The ST version is almost identical to the Amiga version. Of course, there will be a slight change in the quality and speed of the graphics, and the sounds won't be quite so hot.

However, you can look forward to a devilish game to whittle away those hours in sheer angst-ridden frustration. Gnash your teeth now!

**£25.99 OUT NOW**

**X-RATING: XXXXX**

**Gameplay: 16/20**  
**Lastability: 17/20**  
**Presentation: 18/20**



Trying to make a friend is probably a good idea "howdy stranger"

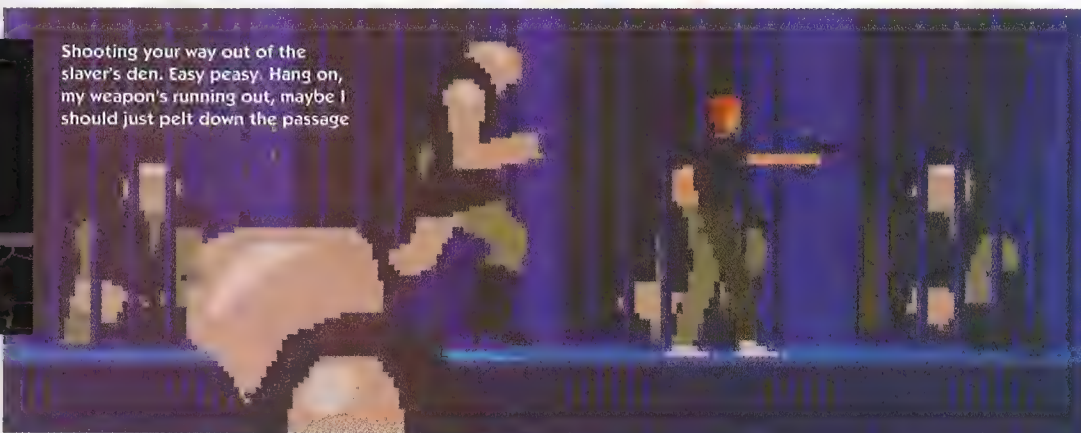


So much for diplomacy. I'm shot to the floor and dragged off for slavery. Thanks a bunch

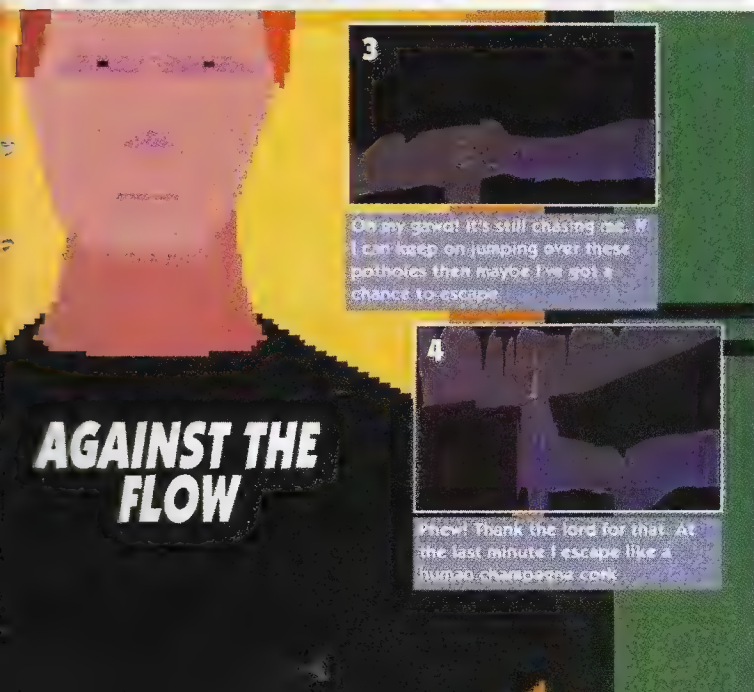
# ANOTHER WORLD



**Nick** If you have nightmares about finding yourself confronting strange problems in a bizarre landscape filled with weird creatures, then *Another World* brings them to life.



Shooting your way out of the slaver's den. Easy peasy. Hang on, my weapon's running out, maybe I should just pelt down the passage



Oh my gawd! It's still chasing me. If I can't keep on jumping over these pathoicks then maybe I've got a chance to escape



Phew! Thank the lord for that. At the last minute I escape like a [champagne.com](http://www.champagne.com)

**AGAINST THE FLOW**

(Below) Helping others sometimes makes the best of friendships. This spudface actually pats you on the back for saving his life





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**Nick**  
If you're one of those who loiters around newsagent's shelves for dodgy puzzle magazines, then you'll love this. If you're not you'll love this anyway.

# THE CASTLE OF DR BRAIN

The Castle of Doctor Brain is a bizarre morass of games to satisfy just about everyone. You can buy compilations for their value, but with Sierra, you know you're onto a winner.

Basically, the aim of the game is to be accepted as one of Doctor Brain's 'labkinder', helping him with his strange experiments to make the world a better place.

To earn this brilliant career move, you have to enter the Castle of Doctor Brain, and get to your interview on time.

Sounds easy enough. However, Doctor Brain has set up a myriad of tricky teasers to test the mettle of our young hopeful while on his travels.

Less imaginative games would

have you blasting the living daylight's out of everyone, not here though. The game consists solely of logic puzzle games to shock each and every one.

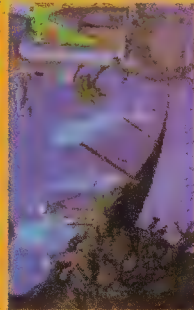
## SIMON SAYS

The game starts with a nice Simon game. Simply choose the colours, remember the bleeps and you can enter the castle. No worries, a piece of cake.

However, the initial puzzles in the first rooms are promisingly unpromising. Maths-type questions in the guise of magic squares and multiplication tables.

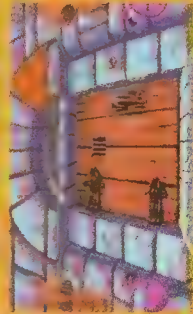
Now mathematics isn't my forte and after half an hour I was cursing the game to high heaven. All I

**POPPING  
IN FOR A  
CUP OF  
SUGAR**



Approaching the castle of Doctor Brain. Bizarre looking building though, ain't it?

The front door presents the first problem. Based on the Simon game, simply repeat the colours and sounds as shown on the door eaves



Near the end, you can almost smell the job contract. But first, there is a particularly tricky puzzle with a bookcase and a chicken

wanted was something different. After using up my hint coins, valuable initially, I was able to progress to another brain-straining logical puzzle in the clock room.

These initial two are perhaps the toughest and the least entertaining of the bunch within the game and it

seems a bizarre touch to place them so early on. However, the game provides much more.

Further on you face more logic problems of a tough nature, from repairing computer circuitry to programming robots.

## AUTOMATON ANXIETY

These robots don't make your life easy though - one tells the truth and does what you tell it, one lies and doesn't do what you tell it, and the other is confused and will do whatever it likes!

Later you'll be playing hangman, or rather, hangdumny, word search games and fiddling with pretty jigsaw puzzles. You have to solve those strange tangram puzzles and fresher

up your knowledge of space and its many constellations.

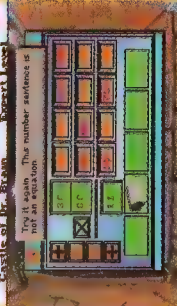
The entire game can be played solely via mouse although some games require very accurate pointer control, so you'll have to revert to shift and cursor keys.

Also the wide variety of games do have three levels of difficulty from Novice to Expert, so you shouldn't be found wanting once you've completed the game on one level. However, some games don't show much, if any, difference.

It's a rare sight to see a game which can appeal to everyone but this is a classic example.

Beautifully presented, I loved the game and all I can say is roll on Island of Doctor Brain.

Another weird and tough maths puzzle. You've got to be correct to earn the special key. Persuasive, the puzzles do get more interesting!



Castle of Dr. Brain. Doctor Level. The number sentence is not as easy as it looks!

The first puzzles to be solved are daunting. Here a magic square - simply make all the lines add up to 64. Easy...?

## FACT FILE

Software House: Sierra  
Development Team: In House  
Programmer: Corey Cole



In summary, the Castle of Doctor Brain is one heck of an intriguing game, or to be honest, a series of intriguing gamettes. On top of the expected stunning presentational quality of Sierra games, you are offered a parade of common puzzles with a vast difference in difficulty and personal interest.

The sounds are excellent. Much better than your usual PC jazz funk, with rocking jives and a sprinkling of electro-pop. All in all, it's great stuff.

The graphics are obviously Sierra with excellent backdrop VGA screens rendered to perfection. However, in some cases the puzzles themselves don't seem to have had so much lavish attention spent on them.

The words and maths puzzles especially look remarkably dull, whereas some, such as the jigsaw, tangram and astrology games, are notably professional.

I completed the game on Novice mode with much swearing, keyboard bashing and Alex irritating. Now, any game which is that easy to complete often deserves a real slamming. However, the choice of difficulty prevents this, and extends the playability.

I've never been one for puzzles. My sum total of word grids depends on how often I fly away for my hols. However, Castle of Doctor Brain could expand my narrow outlook.

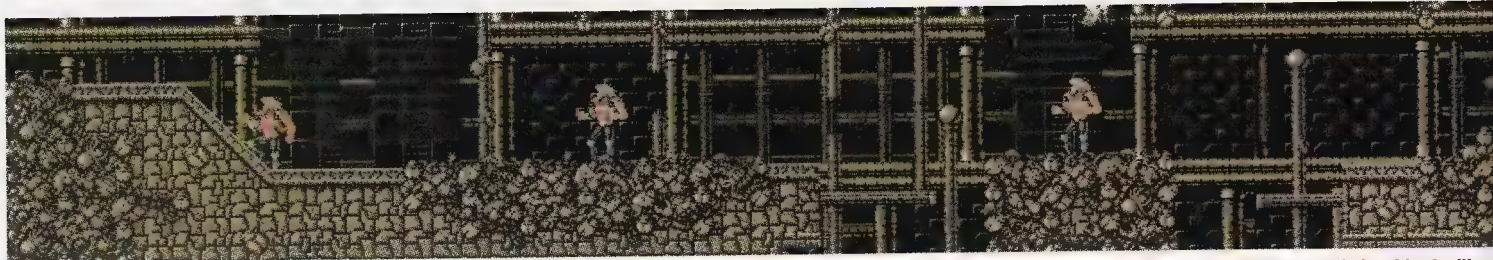
It offers logic games in a manner to appeal to all ages, and it certainly gets your brain in full ticking order.

**£35.99 OUT NOW**

**X-RATING: XXXXX**

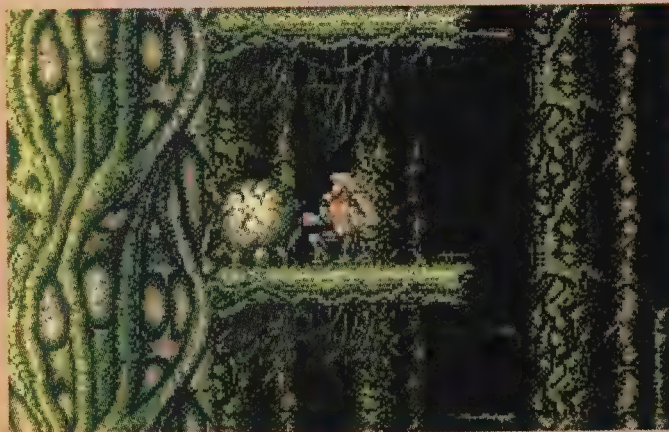
**Gameplay: 14/20**  
**Lastability: 15/20**  
**Presentation: 17/20**





The insect level really is quite foul isn't it? Just imagine this pulsating and wobbling as though it were infested with maggots and you'll have an idea of what this level looks like

## BANE OF THE WOLF



In the dark, dank and gloomy forest, large fleshy pulsating orbs can be gently fondled and caressed to produce small egg-shaped thingumabobs that will provide you with extra energy. Gobble a few and it's Wolf time!



The forest is filled with creatures harbouring hostile intentions towards our intrepid wolf-man. Most of 'em will do anything to nobbie you!



Throwing down a sparky little round thing destroys everything on the screen in a cataclysmic white blur of pure energy! That is apart from Wolfie himself of course! Cor! Can I have one for Christmas Mum? Oh Mum, please!

# WOLFENSTEIN



The ship on level one is a huge armoured thing wiv loads ov guns 'n' stuff all over it

**Y**our father, Kal Morrow, is a particularly clever chap who is responsible for top secret experimentation into the physiology of both humans and animals.

The Chimera is understandably not too happy about this, and being the dastardly terrorist group that it is, it abducts Kal and forces him at gunpoint to work for it.

If you're wondering what the interest in your father is all about, well, it's because he's been developing a super being by combining certain genetic strains from animals and humans.

The combination allows both extreme physical and psychic powers, thus producing the ultimate warrior (not the wrestler).

Once Dad was abducted, Kal rushed to the lab and transformed himself into a

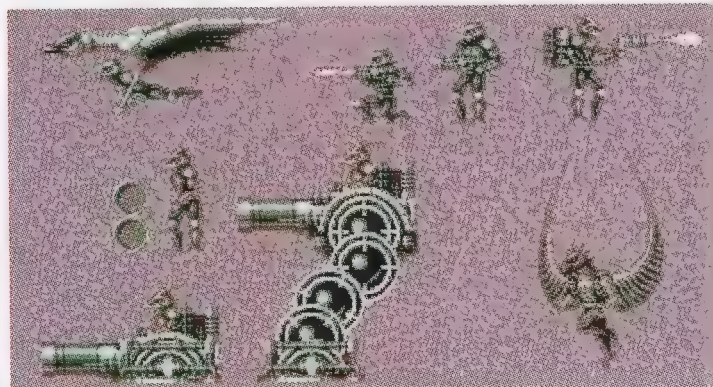
lycanthrope, a sort of cross between a werewolf and the Incredible Hulk with hair extensions.

Once you take over control of Saul you can use his powers to defeat the evil hordes of the Chimera. By moving through the game and collecting suitable genetic power-ups you can transform your human form into that of a big muscly wolf.

### WOLFSBANE

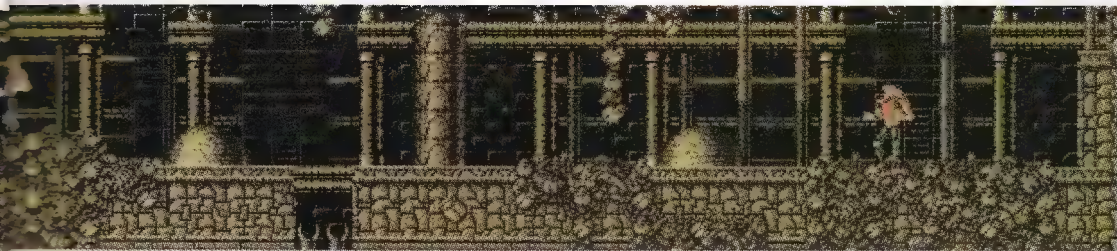
In this temporary guise you can not only withstand certain blows to the system but also fire lightning bolts from your fingertips (as all self-respecting werewolves are renowned for being able to do).

As the full moon rises Saul nips off on his mission and finds himself in... (suitable dramatic fanfare) a parallax



There are loads of meanies throughout the game - and here's some of 'em





# WILD



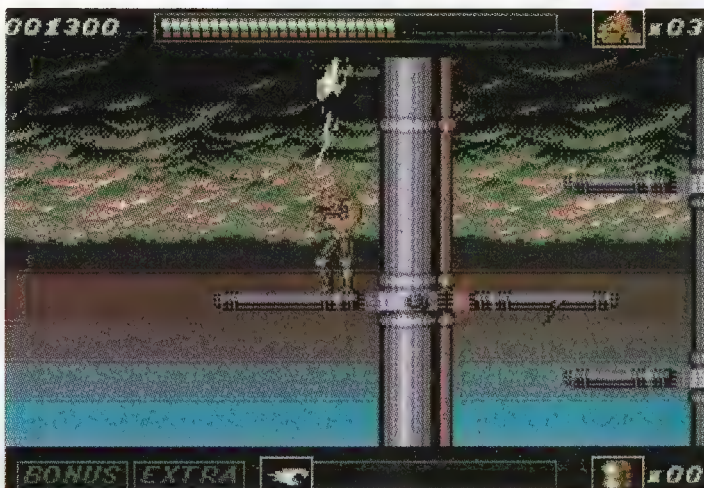
**Assuming the role of Saul**

**Morrow, the long haired, hunky, mega-fit, super-intelligent, average everyday hero, you must battle your way through the multiple dimensions to rescue your beloved father, an eminent scientist, from the evil clutches of the Chimera terrorists...**

scrolling, multi-level, platform-filled arcade adventure. Gaspl

Beginning on a fast moving spacecraft (of sorts) Saul must move through five different scenarios, picking up energy orbs and beating up meanies before he can reach the stronghold of the foul Chimera.

The gameplay goes something a bit like this: Run, run, jump, jump, thump,



**Transforming into a wolf involves bending over, smoking copious amounts of nicotine-based cancer sticks, screaming at considerable volume and then jumping into the air**

duck, pick up energy thing, run, jump, jump a bit more, jump again, run, hit, drop bomb, run, pick up another thingie, turn into wolf, run, fire, fire again, fire again just to make sure he's dead, run, drop, drop a bit further, ogle at the graphics, die cause you weren't paying attention, return to start point, go through all this lot again then run, jump, meet end-of-level guardian, worry, fire, jump, thump, die.

Great 'innit? Lovers of platform games like Strider, Turrican or Beast II are going to love this! Speaking of Beast II, some of the graphics here don't half look a bit familiar!

## WIGGLY SLIMEY SCENERY

The scenarios take you through all sorts of different locations and you will find yourself on not only the flying spaceship, but in a dark and dank gloomy forest, a maggot infested insect world or a heavily armed stronghold.

Throughout the areas you will find all kinds of mutants to mangle as well as

various containers that you can punch open to collect the power-ups that you'll find lying within.

It's all desperately serious stuff and you'll find all sorts of creatures, both large and small, who are eager to make life difficult for you. Check out the maggot level though! It really is quite intensely gross!

Lots of crawly, slithery slimey things slide and wiggle about the screen as you engage in battle with giant cockroaches, maggots and beetles - yuck! Kal had better be thankful for all this!

The game is full of loads of great graphical effects and is certainly something that will further help Core to establish itself as a major leading software house.

The parallax scrolling is slick and smooth, the sprites are beautifully animated and at times there are over 64 colours on the screen. Add to this some suitably mindless gameplay and you've got a top-notch product!



**As a wolf you can shoot fireballs as opposed to using fistcutts. Much more civilised don't you think?**



**The disgusting yucky insect level is filled with 'orrible eughy blagh yuck barf-inducing bugs that trot around nonchalantly**

# FACT FILE

**Software House: Core Design  
Development Team: In House**



**As games of this type go this is certainly one of the best, and when you combine the super Beast-type graphics with the decent gameplay you come up with something that's pretty hot. Add to this some scorchin' tunes and you have a very well presented little number.**

**All of the sprites are smoothly animated and the parallax is a really neat looking affair. On top of this, control of your character is very responsive and you should be able to battle your way through the first few levels reasonably easily.**



**Gameplay itself is fairly straightforward and I'm sure that none of you will have too many troubles. Not a great deal of thought is required and there are very few obvious puzzles that you'll have to overcome.**

**Basically all you need to do is jump from platform to platform collecting thingies, and beating seven shades out of anything that dares to step out right in front of you.**

**Overall this is a quality product which is destined to do well! Core is certainly developing a good little reputation for itself!**

**£25.99 OUT NOW**



**Core would have us believe that the ST version of this is almost exactly the same as the Amiga version. But we're all sensible aren't we? We all know that that means the ST version wasn't given as much priority and therefore won't be as good.**

**The graphics are guaranteed to be fantastic but don't expect the fancy parallax scrolling and don't expect any effort to have been made with the soundtrack either.**

**It'll be your typical ST fare. However, I'm sure it will sell extremely well on the grounds that it's a sought-after product.**

**£25.99 OUT NOW**

**X-RATING: XXXX**

**Gameplay: 16/20  
Lastability: 16/20  
Presentation: 17/20**



# FACT FILE

Software House: Sierra  
Programmer: Richard Aronson  
Graphic Artists: Gerald Moore, Ernie Chan,  
Eric Kasner, Deanna Yhalkee  
Sound: Mark Seibert



I am an ardent Sierra fan and have enjoyed most of its products, past and present. At first I was pleased to see that this was up to its usual high standard, but having wandered around Sherwood forest for an hour or so I didn't feel that the game was as exciting as, say, Larry 5 or Police Quest 3.

This is because the game isn't as easily accessible as previous releases, and therefore sadly does not strike you as being instantly appealing.

Beginners will certainly find themselves lost in the forest with nothing to do, and I feel that most other adventurers will have the same problem with too much wandering and not enough action.

The game is pretty large but the majority of the locations must be visited in turn before anything happens - pretty dull if you ask me.

OK, it's an adventure, but I still believe that most will find it tedious. Thankfully it does get better the further you advance, but can you hold out that long? If you do persevere you will find a game with superb graphics and sound and a story-line to match.

**£39.99 OUT NOW**



The Amiga version will be exactly the same in terms of gameplay, and the only difference will be the palette reduction (down to 32 colours).

**CTBA LATE '92**

**X-RATING: XXXXX**

**Gameplay: 13/20**  
**Lastability: 14/20**  
**Presentation: 18/20**

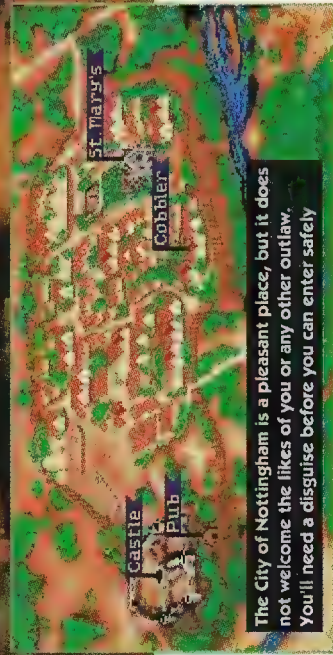
# THE LEGEND OF ROBIN HOOD

Robin Hood, Robin Hood, riding through the glen, and not a Weetabix in sight! Robin can eat three Shredded Wheat and still kill 10 of the Sheriff's men with a single arrow.



Has he the guts for a final showdown...?

Clearly, now I love dressing up in those dirky green tights. It shows off my figure to perfection.



The City of Nottingham is a pleasant place, but it does not welcome the likes of you or any other outlaw. You'll need a disguise before you can enter safely.

Robin Hood is perhaps the most famous outlaw of all time, taking from the rich to give to the poor, while not forgetting to pocket half the cash himself!

Robin is a master with the bow and the quarterstaff, but so are the enemies he will have to defeat during the many conquests of the Longbow.

As you may well know Robin has a band of merry men who answer to his every command. The

group consists of the county's finest fighters, including Will Scarlett, Little John and Friar Tuck.

They patrol Sherwood forest, scavenging from the unwary travellers that happen to be passing by. They serve under the rule of the great Richard the Lionheart, but the Sheriff of Nottingham has other, foul plans up his sleeve.

Nottingham intends to rid the country of King Richard and rule

England for himself, but you, Robin, have caught wind of his intentions and will attempt to foil his plan, whatever the cost.

During this huge task you also have numerous smaller quests to embark upon, one such being to penetrate the town of Nottingham without being recognised as the infamous Robin Hood.

Maid Marion will appear in your dreams and call upon your aid, and then you'll have to rescue the peasants from the wrath of the Sheriff's vicious soldiers.

To defeat these ruffians you may either use your bow to skewer their hearts, or attack using a more challenging method, the quarterstaff.

You have eight moves, four offensive and four defensive. These include high- and low strikes, great overhead blows, and parrying or dodging your opponent's staff.

The monks to the south-west pose another problem in that they despise the outlaws of Sherwood and will strike you down should you go near their monastery.

## ENTRUST TO WILL

You will have to visit the places of hostility in another guise. In fact, throughout the game you have to change your appearance to avoid discovery over six times!

Like all of the later VGA PC games, The Legend of Robin Hood

is completely mouse-driven, with the keyboard or joystick as optional control methods.

The icon panel is present, controlling movement, actions and talking, as well as an extra option - the bow.

Clicking on here will make Robin draw his bow and ready himself to fire an arrow, either at a target or person of your choice.

Take care so as to not kill an innocent person, and don't waste arrows by firing idly at the surrounding foliage.

Oh, by the way, don't fire an arrow at the wise oak because he'll take you back to your roots for damaging his bark!

## A DAY IN THE LIFE OF 'ROBBIN'



To become England's finest outlaw you'll have to rise early in the morning and eat your Weetabix before the cock crows



Having left the camp you walk to the hills and watch the road for passers-by. You're in luck this time, so get 'em, Robbin!



Don't you just hate the way people expect to be rescued and give nothing in return. You'd expect the wench to give you something, eh?



The day draws to an end and you decide to relax in the comfort of your own copse. Ah, the luxuries of real wood



# FACT FILE

Software House: Imageworks  
 Development Team: Probe  
 Programmer: Martin J Bysh  
 Graphic Artist: Hugh Riley  
 Music: Jeroen Tel

The Turtles live deep down in the sewers of New York and this game has about as much appeal as something else that spends a lot of time down there with them.

Graphically the game is abysmal, the sprites are badly animated, the backgrounds are horrendously drawn and the scrolling is quite terrible. This is an Amiga for goodness sake! It's got hardware scrolling built in!

On top of this the gameplay is about as appealing as a rancid cheese sandwich on a hot summer's day. The controls are unresponsive and represent the arcade original very badly.

A big round of applause for the worst arcade conversion since Shinobi.

**£95.99 OUT JAN '92**



This really is a blatant cash-in, isn't it? Grab a cheap and naff version of an arcade game, whip the Turtles name on it and flog it to the kiddies for £26. Whatever you do, don't be taken in!

**£95.99 OUT JAN '92**



Yes, well we all know how bad the original 8-bit Turtles was don't we? Don't expect anything any better now will you? A rough version of a classic arcade unit.

**£510.99 d£16.99 OUT NOW**

**X-RATING:**

**Gameplay: 5/20**  
**Lastability: 5/20**  
**Presentation: 8/20**

# TEENAGE MUTANT HERO TURTLES



**John**  
*April O'Neil is the only news reporter in New York stupid enough to be kidnapped twice by the evil Foot clan. This means that you have to get her back, again!*



The Turtles enter the burning building as they rush off in pursuit of the bad guys who've kidnapped April

**T**he computerised exploits of the Teenage Moron Hero Ninja Weirdos have yet to be proven as a quality product. Let's face it, the original computer game, although a terrific seller, was absolute pap to say the very least!

Awful graphics, naff sound and utterly abysmal gameplay made this the worst quality number one game of all time! Why everyone bought it is beyond me! Consumerism eh? Pah!

## MUTANT NINJA TURTLES?

Whichever way you look at it this can hardly be described as a quality product. The game itself is basically the same as the arcade machine.

You play the part of one of the Turtles as you fight your way through the streets and sewers of New York heading towards the stronghold of the evil Shredder.

All of the locations are basically similar, the moves of the Turtles are the same and the enemies appear to be pretty close to those found in the original arcade unit.

Everything takes place over a colourful cartoon-like background which although badly drawn captures the spirit of the cartoons. So what's the problem?



Shredder really is a bit of a ponce isn't he? He jumps around, gaily adorned with all his spikey bits, viciously waving his fist in the air. He must have had a terribly disturbed childhood, and look at his naff BAX protection pads!

- 1 Deep in the sewer a mighty battle ensues as a copy of the original Turtles game floats by
- 2 Missiles in the water? These little dog-like things appear to be able to spit missiles that are twice or three times their own size





# CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

**GAME: FIGHTING MASTERS**  
**MACHINE: MEGA DRIVE**  
**PRICE: £34.00**  
**SUPPLIER: CONSOLE CONCEPTS**

**T**here is something very appealing about kicking the living hell out of strange and ugly beasties from another planet. So here we have yet another game involving you doing just that.

You control one of 11 different creatures and the aim of the game is to kill all the other 10. Sound easy? Well it most certainly isn't.

Available to you are a number of moves to execute on your opponents, whom you meet one at a time.

These moves take the form of various punches and kicks, all of which can be



performed in the air as well as on the ground. If you manage to get close enough to your adversary then you may be in with a chance of throwing them, which reduces their energy somewhat.

When your energy bar is completely gone then that is game over, only one life for you matey! However you can choose to have up to five credits, allowing you to continue from the fight you just lost.

Just remember that all the opponents also have special moves that they can perform on you. These are very effective at killing you off, so try to stay out of their way while you try to kill them - which is not easy!

The graphics are very well drawn, all the sprites are decidedly large and look great. They are also very well animated, performing their moves when you tell them to. They do jerk slightly, but then try to name a game like this that doesn't.

The sound is also of an above average quality and, while being far from brilliant, it serves its purpose well enough not to be annoying.

Sadly the game more than lets the presentation down. The gameplay is just too similar from level to level to keep you playing. This I find a shame since it has the looks of an arcade beat'em-up.



**X-RATING: XX!**

**Gameplay: 8/20**  
**Lastability: 6/20**  
**Presentation: 12/20**



Check out the outstanding sequel to James Pond, Robocod, and feast your eyes on arguably the best footie sim on the Super Famicom, Super Formation Soccer.

## GAME GENIE-0US

Ever heard of the Game Genie? Yes, well this superb little piece of equipment allows you to hack into NES games and chop and change the programming slightly. In this way you can gain handy infinite lives or an ever useful level skip.

Well, the Genie will soon be available for the Mega Drive, and will be arriving on our shores just after Christmas. Look out for this beastie soon.

## CAVEMAN NINJA

Caveman Ninja will soon be out on the Super Famicom, but will be retitled Joe and Mac. The

conversion looks absolutely stunning at the moment, and is a very faithful representation of the coin-op original. It should be available by the time of reading this, and you can look out for the full review in next week's Games-X.

## PORTABLE SONIC

Can you believe it? Sonic the Hedgehog appears on the Master System with the Game Gear version to follow shortly after, but the release has been put back to the New Year. The import version will appear first, followed shortly by the official UK version.

Of course, Games-X will have a complete review, probably in the next issue.

## HINTS & TIPS

### STREETS OF RAGE - MEGA DRIVE

How about getting an extra four credits? Sounds good doesn't it? Well all you have to do is unplug your

controller and stick it into port two, and voilà. However, this little tipette doesn't work on the very last stage.

### VIGILANTE - MASTER SYSTEM

There's a level select which is simply found by pushing the D-pad to the top left and tapping buttons 1 and 2 simultaneously. Now simply use the pad to select the starting stage.

## SUPER FAMICOM TOP 5

- 1 .....Castlevania 4
- 2 ....Super Formation Soccer
- 3 .....Joe and Mac
- 4 .....Super Tennis
- 5 ....Super Ghouls 'n' Ghosts

Thanks to: Console Concepts, The Village, Staffordshire ST5 1QB. Tel: 0782 712759.





If the keeper holds the puck for too long it is deemed a foul, both teams then get ready nearby for something similar to the Face Off...

**GAME: MARIO LEMIEUX HOCKEY**  
**MACHINE: MEGA DRIVE**  
**PRICE: £38.00**  
**SUPPLIER: CONSOLE CONCEPTS**

Canada's national sport has been translated to computer many times and the best to date is EA Hockey. This latest interpretation of the sport comes with a free puck in the package, increasing the value a little.

Ice Hockey is basically a game played on ice where the winning team is the one which has got the puck in the back of the net the most times.

There are three periods of play, with a fourth available if the score is equal after the first three. If the score is still

equal after this final period then you will enter a penalty competition where the first person to miss loses.

Mario Lemieux Hockey has a whole host of options to enable the player to mould the game to their particular preference. You can make the referee blind as a bat and therefore do all the things you normally wouldn't, and you can have fights and select the type of rules you are playing with.

Viewed from a side on, forced perspective type of view, the pitch is over three screens wide and just over one screen high. The controls are fairly simple to get the hang of with button A shooting, B passing and C selecting the player under your control.

Goalies can be controlled manually or automatically. When they are on auto it can become practically impossible to get the puck past them.



Here we have a time-consuming game of 'Spot the Puck' for you. Mainly because I can't remember where it is myself



Manual takes a lot of getting used to, since to be successful at your job you'll have to follow the player with the puck at all times.

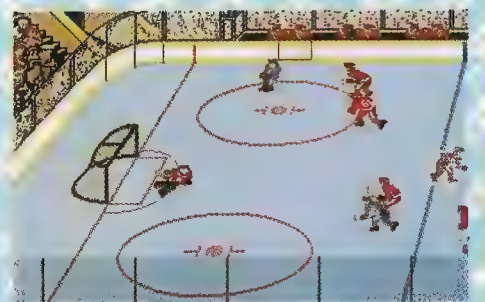
When you go into a fight it becomes a one-on-one scrap, the energy bars are up each side of the screen and the various moves are executed by pressing the buttons. Whichever player loses the fight ends up with a three minute stint in the sin bin.

Graphically this game could have been a little better. The sprites are small and not very detailed although very well animated. They slide around the ice very realistically and thus the control of them is very hard to get the hang of.



The fight sequences are a little bit too hard to win I found, or maybe that's just because I'm rubbish. Also the representation of the characters here leaves a lot to be desired. Outside the main game the graphics are also blocky and not very well defined.

As Hockey games go this is good fun to play in two-player mode but if you own EA Hockey then I'd stick with that for the time being.



**X-RATING: XXXI**

**Gameplay: 12/20**  
**Lastability: 12/20**  
**Presentation: 13/20**



**GAME: ROBOCOD**  
**MACHINE: MEGA DRIVE**  
**PRICE: £39.99**  
**SUPPLIER: ELECTRONIC ARTS**

**T**he law-enforcing fish is back and he's tougher than ever before. Gone are the days when he wore an immaculate waistcoat and bow-tie. Now he sports bulletproof armour and stretcho legs!

Robocod is part fish, part machine, but the game is all action and Dr Maybe's manic army will stop at nothing to overload your circuits. Maybe has infiltrated The Santa Claus toy factory and has planted a series of bombs disguised as penguins.

Unless disarmed in 48 hours they will explode, destroying the toys that make every child's Christmas a happy one.

You are hopefully the saviour for the festivities. Using your Robosuit to protect you from the harsh conditions of the North Pole, you must enter the nine toy factories in search of the penguin bombs.

Before you can exit the level each and every bomb must be retrieved and disarmed. Not an easy task with so few lives and so many missions, but to help you explore the mammoth levels there are numerous add-ons which you can bolt to your suit.



If you go down to the woods today, you'll get squashed by an oversized stuffed bear.

Robocod is a very agile character indeed, and can leap from ledge to ledge by simply tapping button B. The later levels will present a tough challenge for those unskilful at landing on moving platforms, but perseverance will pull you through in the end.

While standing on the spot, button A or C activates your stretcho flipper. The top half of your body will stretch to the skies before reaching a suitable grappling point.

Releasing the button will then bring your tail snapping back up into position, and tapping Left or Right allows you to swing to either side.

Robocod can also pilot three exceedingly different vehicles, these being revealed when the square bonus blocks are bumped.

The first you'll stumble across is the plane which mincs up enemies if you collide head-on with it. The car allows you to flatten the pedestrians and the bath tub gives you the freedom to fly and explore all around the screen!

Robocod is presented with a huge task as each level spans hundreds of screens, most of which are crawling with Maybe's not-so-cuddly toys.

Some particularly tough stages include a mid-way marker which, when activated, stores your position. If you later die you'll restart at the marker.

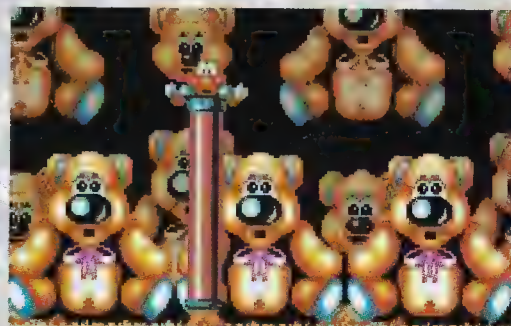
The majority of levels feature more than a single exit, and more often than



exits is beneficial since useful power-ups can often be found.

Overall, Robocod is an excellent platform game that features an immensely challenging task, colourful, slick graphics and a cheerful ditty to accompany the manic action.

The animation is superb and although the speed at which Robocod runs is incredible, the scrolling remains smooth throughout the action.



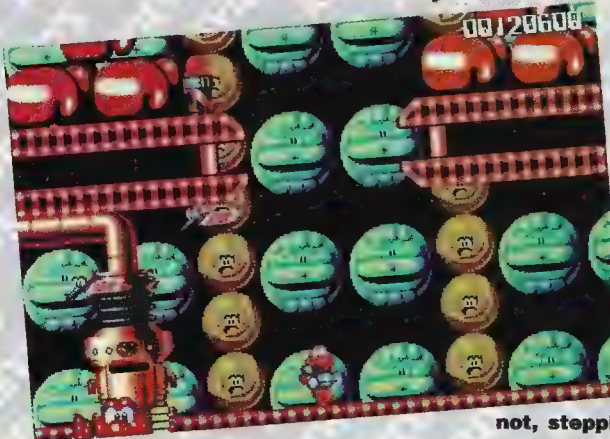
Is it better than Sonic? Personally I don't think it's better, but it's certainly as good as the aforementioned prickly blue speedster.

**X-RATING: XXXXXX**

**Gameplay: 18/20**  
**Lastability: 17/20**  
**Presentation: 17/20**



The most common is the pair of wings which enable Robocod to fly and explore otherwise unreachable areas. The other power-up is laminated bulletproof armour which shimmers in the light and makes Robocod invulnerable, but for a limited time only.



not, stepping through the not-so-obvious



**GAME: SUPER FORMATION SOCCER**  
**MACHINE: SUPER FAMICOM**  
**PRICE: £60.00**  
**SUPPLIER: CONSOLE CONCEPTS**

If there's one thing the Famicom is lacking it's a decent footie sim. The previous Kick Off effort, ProSoccer, was sadly let down by diabolical gameplay and was difficult to control, but thankfully Super Formation Soccer is a playable game of good ol' togger.

Instead of being viewed from overhead like most competent football games, SF Soccer brilliantly displays the action from both above and slightly behind the players.

Super Formation is all-out action and, while not as fast as Kick Off, offers more variety and control over the ball and is more instantly addictive than the aforementioned game.

There are two types of match to compete in, either exhibition or human cup. Exhibition can be played by one or two players, either as team-mates or head-to-head. The human cup can be played by two players too, but only together as team-mates.

There are 16 international teams to choose from, including the victorious German and English teams as well as the surprising lions of Cameroon.

Having chosen the team for the match, you then have eight formations to



set up your players with. You can also switch the goalkeeper from manual to automatic. Each team has its own personal statistics; attack, defense and running speed.

The teams also operate best with a specific formation, thus England prefers the sweeper set-up, although you can change these to suit yourself.

Controlling the game is simple. Use the Left and Right button to toggle control between players, and the D-pad to run the player around the field.

Button B boots the ball in the direction you're facing, or attempts to intercept a shot by kicking or heading the ball as it passes by.

Button Y taps the ball along the ground. In addition, holding the D-pad either Left or Right just after kicking the ball will apply swerve to the shot, which can result in quite spectacular goals if timed correctly.

Should the game end in a draw, a



penalty shoot-out will automatically commence. To shoot, hold in the direction you want the ball to go, then tap B to send the ball flying. The same applies for saving the ball - just hold down the desired direction and press B.



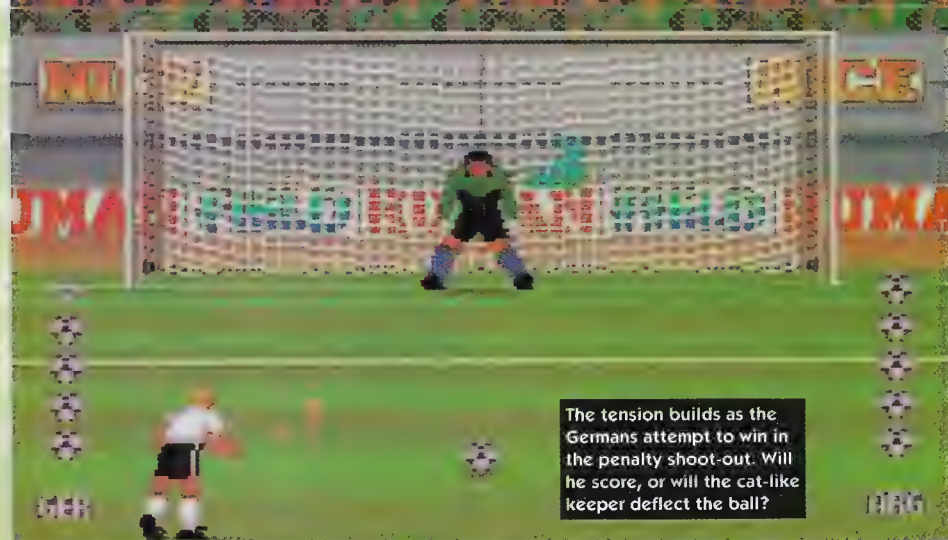
Super Formation Soccer is an excellent game but £60 is a lot of dosh for a single game. It is graphically first-class using the sprite scaling superbly.

The sound is also good, comprising of a series of muffled screeches from the ref and various whistles, beeps and crowd cheers.

Although I think Super Formation Soccer is probably the best footie game on the Famicom, I would seriously think about the price before buying - try NatWest bank for a personal loan.

**X-RATING: XXXX)**

**Gameplay: 16/20**  
**Lastability: 15/20**  
**Presentation: 18/20**





This week we venture into the world of the Italian plumber, Mario, and join him on his latest adventure on the NES. Read on to find out ways of gaining extra lives and power-ups to aid you in your quest.

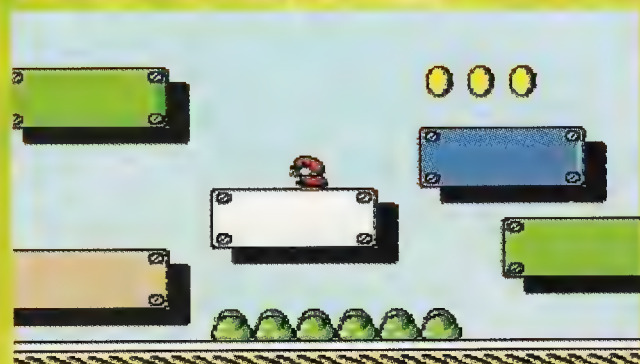


**THE CARD GAME**



One of the easiest ways to collect extra lives among other goodies is to learn the layout of the matching card game. There are eight different set-ups in all, pictured here. It doesn't matter if you waste the first two attempts, just try to match the cards on screen with those on the left and you'll be able to complete the card and gain loads of valuables

**FINDING THE HIDDEN WHISTLE**



On World 1.3 you can pick up a whistle which, when blown, teleports you to the later levels. Run to the end of the level, but stop when you see the large white block. Jump on top, then duck for a few seconds. Eventually,



you'll fall through the scenery. Run to the end of the level and you'll be transported to the house where the whistle is kept.



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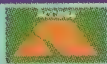
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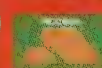
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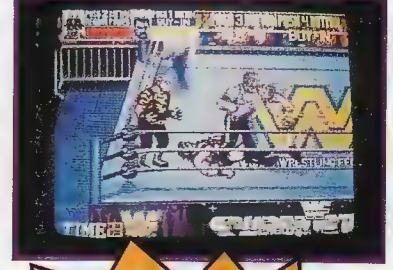
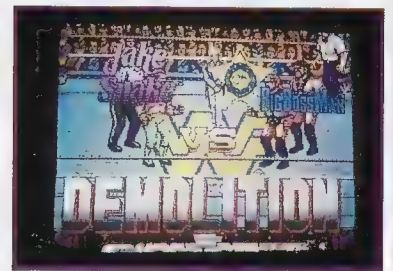
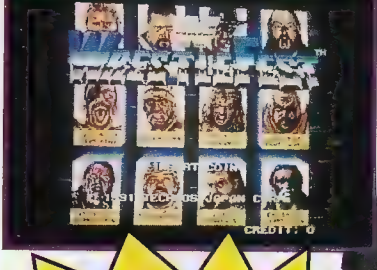
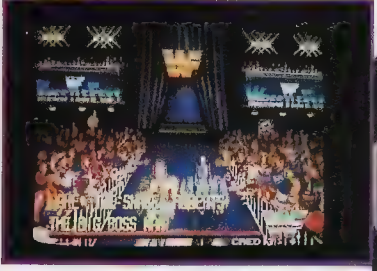
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**A yo-ho-ho and a tinkely tinkely jingle, my festive yuletide chums. May your knees go wobbly through all that Christmas mead during the festive season. Rewards will be aplenty this week from the leftovers of Santa's sack. Send thy messages of New Year cheer to: Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.**



## RICK - MICROSTYLE DANGEROUS 2

Uncle Bri has been getting most excited during the yuletide period. Having upset lovely Jane with his player's guide he insisted... Yes! **INSISTED!** (the cheek) that I insert the cheat for this classic game into the Tip-X page.



After considerable deliberation I decided that I wouldn't mind telling you to type in **POOKY** on the



high score table. What this does is beyond me, but rumour has it that it lets you select a different type of game or something. I don't know, you know how Bri rambles on and on about things...

## BEAST BUSTERS - ACTIVISION



Norralorrapeople know this, **BUT**, if you pause the game on this blatant Oppo Wolf rip-off blast'em-up you can keep shooting! Yeah!!!! Useful or what?

Get into a spot of bover and whap it on Pause and start blasting. Once the screen is empty you can carry on on your merry way! Brill.

## SUPER MARIO BROTHERS - NINTENDO GAME AND WATCH

Ho ho ho, you don't get many of these! A cheat for a game and watch? Whatever next? Well, you press the alarm button when a mushroom appears and then press game, from then on you will always start with a mushroom.

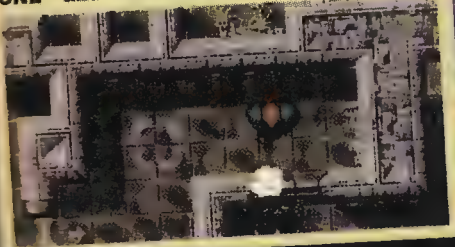
Well, I'm agog! A real life gog! Would you credit it, eh? Bet you'll all be scrabbling for a G'n 'W now, won't you?

## ALIEN BREED

- TEAM 17 C- 1 meg

I seem to have been putting these in for a while now, but here is the last instalment of this thought provoking and desperately serious series of handy and helpful tips for this stimulating and complex game...

- IS IT TRUE THAT ALIENS SUPPORT MAN UTD - makes aliens very weak.
- THE IRAQIS MADE THE WEAPONS - duff weapons.
- SALMAN RUSHDIE PLAYS ALIEN BREED - try it and find out!
- BEWARE ALIENS SPADGE HAS DROPPED ONE - aliens run away.



## OH NO! MORE LEMMINGS

- PSYGNOSIS C-

Oh No! More Lemmings is proving to be ever so popular in the GX office, and after moments of feverish hairy creature manipulation we can now give you the access code for the interesting colourful and exciting level number 31. It is as follows (drum roll please)...  
**NCCMTUFPBF**





Having left Sonny Bonds in hot pursuit of a drunken driver in the last part of this comprehensive player's guide, we now see our hero promoted to the homicide division...



## CONTINUING THE PATROL



Keep patrolling the highway until you reach the driver swerving across the road. Switch on your siren and pull up behind him. Eventually he'll pull over, then walk to his car and chat to him. Check him over by waving your finger in front of his eyes, first left then right.

Repeat this process a couple of times and then hold him against the car and search him. Finally, slap your handcuffs on him before putting him in your car by clicking the hand icon on the passenger side of your black and white. Drive to the jail and enter the booking room



Remove your handcuffs and click the hand icon on the Breathalyser. Then click the hand icon on the drawer below the window and charge him for driving while intoxicated. Having done all this you will receive a call from despatch to make your way to the Oak Tree Mall.

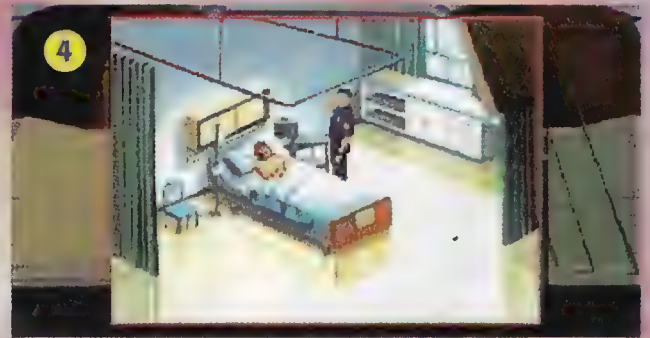
Look at Marie and take the gold chain. Go with her to the hospital, then return to the mall and talk to the journo. Take his business card. Slot the batteries in your flashlight and turn it on. Examine the underside of Marie's car and grab the bronze star

## DAY TWO



Climb out of bed and get dressed. Pick up the music box in the cupboard, then drive to work. Walk into the homicide office and make a note of the case numbers the captain gives you. With your card, access the computer. Enter the homicide directory and select the serial menu.

Tap in the serial number on the back of the bronze star. Note the case number and view the file. View the cases that the captain gave you the case numbers for and write down the location and time of each one



Chat to the cop reading the newspaper, then call the reporter using the number on his business card. Go down in the elevator and book the old chain and bronze star as evidence for case 199144.

Go to the hospital and buy a red rose from the florist. Get Marie's room number from the nurse at the desk and then walk into the elevator. Give Marie the rose and the music box, kissing her on the cheek before leaving to head home

## DAY THREE



Having driven into work, read the note in your in-tray. Drive to the old warehouse and walk up to the stack of paper. Select your wallet and click it on the person there.

Click the cuffs on the shopping trolley, then take the woman back to the PD. Talk to the old girl and give her the brown bag on the desk behind you. Turn on your computer and select tools



Next, choose the composite drawing option from the menu. Keep changing the various facial features until she is certain the face on screen is a positive match. Every time you get a feature correct she'll tell you, but always take note if it is too far to one side.

Turn off the computer and talk to her once more. Take her back to the warehouse, not forgetting your cuffs



# DAY FOUR



Back at the office in the morning, read the summons on your desk. Use the elevator to get to the top floor in order to take the tracking device from the desk. Go back down to the courtyard and get the calibration chart from the black and white (inside the glove compartment).

Climb into your unmarked car and drive to the court-house. Talk to the attorney and answer his questions. Give him the calibration chart and now all should go well, allowing you to win the case



When your partner, Morales, asks to make a call at the mall, take the key from her purse and step out of the car. Walk into Zaks and get a copy of the key. Pay for it before returning quickly to the vehicle. Drive to the location of the alley murder and open the boot of your car.

Open the metal briefcase. Take the toothpicks, the envelopes and the scraper from inside. Examine the body in the rubbish skip and get the driver's license from his pocket



Click the toothpicks on the victim's fingernails. Open the victim's shirt and examine the pentagram on his chest. Select the notebook from your inventory and click it on the pentagram. Walk round to the back of the car and look at it.

Use the scraper to get a paint sample from the wrecked car. Return the scraper, unused envelopes and toothpicks to the boot of the car. Exit from the scene of the crime and head back to the station



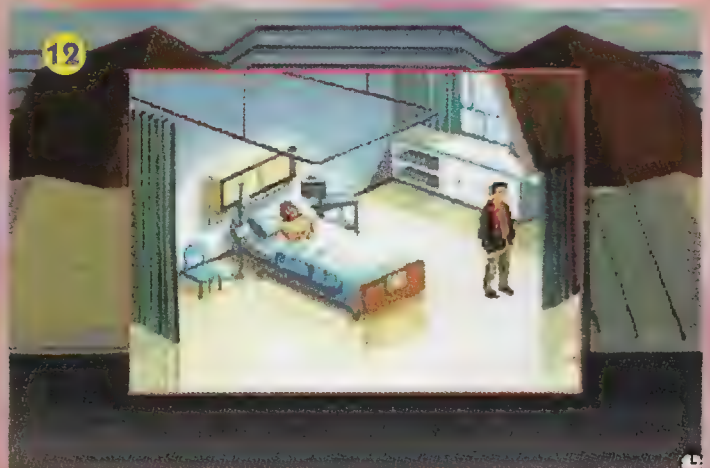
Up to the second floor and into the homicide office. Examine your in-tray and read the note inside. Switch on your computer and enter the homicide folder. Create a new file and make a note of the number.

Leave the room and make your way down to the booking office on the ground floor. Enter the new evidence you have just found, then walk outside and drive to the hospital to go and pay a visit to Marie



Examine the doctor's medical chart and make a note of the number written down. Put the clipboard back down and now carefully examine the IV bottle situated at the head of Marie's bed.

You will notice there is a difference between the two numbers so quickly press the call button above your sick wife's head. Wait for a few seconds and the balding nurse will soon arrive



When the doctor finally arrives, talk to him and explain the problem. He will check for himself and realise the mistake. After apologising he will promptly change medication for Marie.

Wipe your brow, say goodbye to Marie, and head back home. You've had a hard day so try to get some rest and we'll see you back here for the third part of the Police Quest 3 player's guide



Hegor the heroic battler returns finally in *Psygnosis'* sequel to its classic, icon-driven adventure. Starting here, we are going to give you the full guide to the game spread over three large parts. Can you contain your excitement?



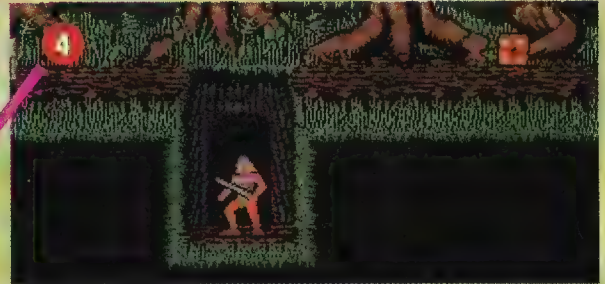
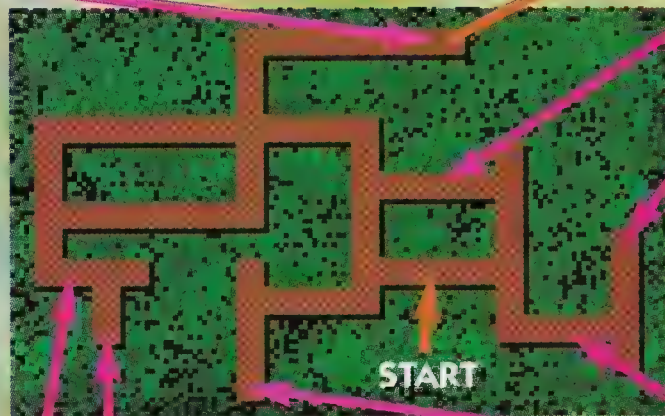
## SECTION 1 - THE FOREST



The only way to reach this side of the forest is to run through the village, you'll enter the forest again here. There isn't really much point in doing this other than to get a bit of extra cash



You can find a decent broad sword here. Open the chest and pick it up. However, don't bother killing the flying creatures 'cause you may break the sword due to the fact that it has very low power at this point



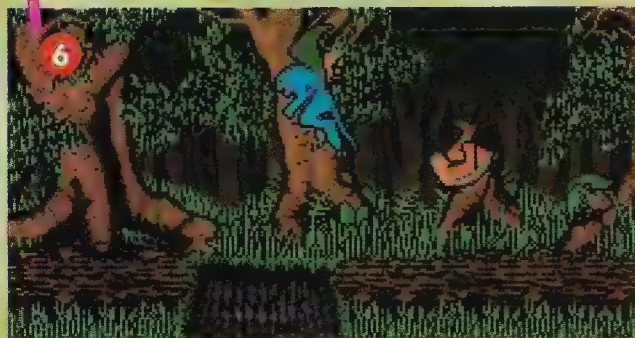
Aha! The ground gives way under your feet here to reveal a pit. Jump down here and enter the door. This will take you into the complex of caves



This is your prize for getting past the traps. A bloody axe. Axes aren't particularly useful so don't bother picking it up and stick with the sword



Don't try fighting any of these wolves before you are armed with a sword. Hand-to-hand fighting with them usually results in your untimely death



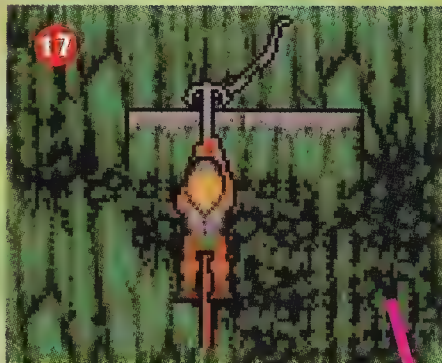
There are a number of hidden bear traps along this section. Should you drop down one of these then you'll die instantly. To get past them keep jumping and you should survive



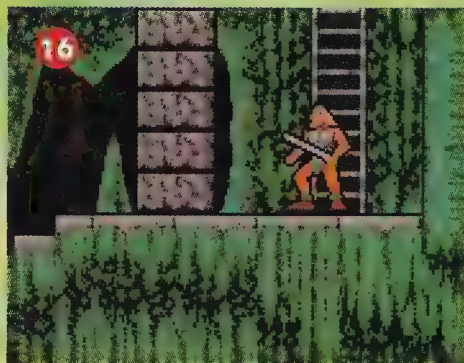
Here is the first entrance to the caves. Don't bother using this one because the other entrance will take you in at a better location, so it is worth searching it out



# SECTION 2 - THE CAVES



17 Use the grapple-hook here to climb up and collect the bow. This comes in very useful when firing arrows because you'd be pretty helpless if you had to chuck them!



16 When you reach this ladder you'll have to make sure that you've got everything you need to progress, because five blocks will fall down blocking your route back



15 What looks like an ordinary platform turns out to be a right pain in the legs if you run across here. Loads of spikes stick up out of the floor randomly so you'll have to keep jumping to avoid losing energy



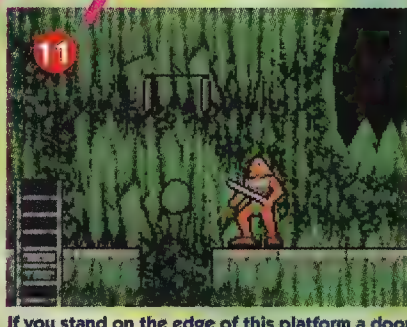
18 Don't walk towards this chest, unless you want a spike rammed up your botty that is. Instead jump so that you land right on it. Collect the arrow and jump immediately or you'll feel a right pain in the bum



10 If you stand in the right place here, the guard from above will shoot the one below for you, saving you the trouble. The grapple-hook is one of the most important items in the game and therefore you must collect it



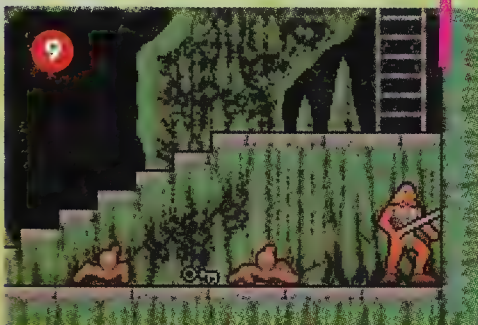
8 Going through this door will give you a surprise greeting of three deadly bats. Kill these in any way you see fit as they can knock you off ladders while you climb



11 If you stand on the edge of this platform a door will open on the roof and rocks will begin to fall. Jump across as soon as one goes past. Perhaps I should also mention the disappearing platform at the bottom of the ladder...



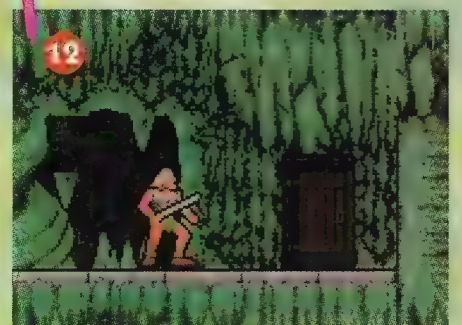
13 Don't bother trying to kill all these creatures - you can't. Instead run along, constantly jumping and rolling to avoid losing any energy as you go



9 The key is found down here, but there are also a few of the annoying foot creatures. Lead them over to the right and when they are all there leap to the left and climb the stair quickly, before they knock you down again



10 The same applies here as it does for screen nine. Only this time you have four of the beasties. Timing is the only way to get out of here alive



12 Falling stalactites can be easily avoided if you know where you are going and keep running in that direction. Be warned that there is no time for hesitation when jumping over gaps







# MINIMAL EXPENSE

PD - PUBLIC DOMAIN OR PRICELESS DIVERSION?

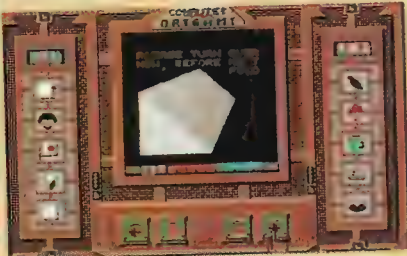
Spent all your money at Christmas? Down to your last few pennies? Try out PD, and get a pleasant surprise. What can you lose? We still want those PD games, so keep 'em coming. If you don't, then they won't get a mention so you know what to do.

Crazy Joe's. 145, Effingham St, Rotherham 0709 829286  
LAPD (ST). 80 Lee Lane, Langley, Heanor DE7 7HN.  
ABPD (AMIGA). 45a, Alma Rd, St Albans AL1 3BJ. 0727 833363

## ORIGAMI

LAPD - DISC NO M87

A bizarre little game demo this. A warped mind must have designed this warped game, about warping paper to make things that are supposed to be birds but actually look nothing like the little tweeters.



The aim is to fold the on-screen sheet of paper in a variety of positions and shapes. You can also colour parts, bond edges and turn it over.

In fact, surprise, surprise, you can do everything you would with a sheet of paper. Unfortunately, you can't screw it up and chuck it in the bin.



A gamette for pondering the mysteries of life and wondering why on earth you are messing with a game, when you could buy a paper pad. Go green, save the rain forest, and try computer Origami.

X-RATING: XXX

## ZEUS

CRAZY JOE'S - DISC NO 8013

Zeus is one of those games which most people turn off within a minute of loading. The instructions leave much to the imagination so you are frequently left with the option of reset and no other.

Persevere though, and beneath the tough coating, you'll find something smooth to while away your time. Zeus is a puzzle game of eye-popping frustration, and once you've sussed out the game plan, you'll be well and truly hooked.

The aim of the game is to remove all the shapes from the board by connecting them to each other. It may sound easy, but it ain't.

Against a backdrop of moody music, you have to clear all the squares, even if they're of odd numbers, to progress to the next devilish level.



PD often comes up with games of this type, and this is a gem I left unnoticed, I'm ashamed to admit. If you fancy something different from the ragtailed shoot'em-up construction kits on PD, then this may be it.

X-RATING: XXXX

## GIRL-ACTION

ABPD - DISC NO G069

Girl-Action is a piece of cunning marketing to corner the market of the pervy game player in ABPD's Space Games compilation. Doubtless a few sweaty palmed, raincoat-wearing guys are back to scanning the top shelves in disgust after the intro sequence.

Girl-Action is in fact a rather splendid Galaxians shoot'em-up. Although it's certainly not a perfect arcade conversion, it is still a worthy space invaders game in its own right.

With clear sampled sounds, and smooth scrolling, it looks bright and colourful. The sprites look a tad basic, but you can't



really complain, especially when the disk contains seven other games, albeit of vastly differing quality.

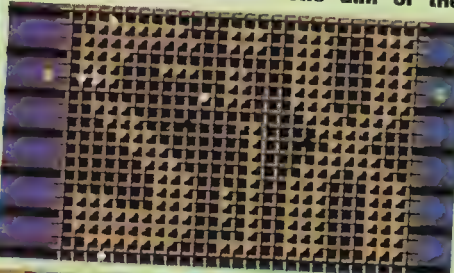
If you want saucy pics, look elsewhere, this is a family game magazine.

X-RATING: XXXX

## CROSS FIRE

CRAZY JOE'S - DISC NO 1517

A strange hybrid of a game this. Hard to describe, like a cross between Gridrunner and Pacman. The aim of the



game is to avoid being shot by the four cannons on each side of the grid, while collecting blobs on the grid proper.

Easy? Yes, it is. But it can get hectic if you haven't got all your faculties about you, and when you do lose a life you'll slap your forehead for no other reason that your own gross stupidity.

However, it is very playable. Graphics and sound verge on the ordinary, but it's a game worthy of playing every now and again. Nothing spectacular, but it's no pile of doggy-do either. Don't expect much, and you'll be pleasantly surprised.

X-RATING: XXX



## PICKLED BY LEMMINGS

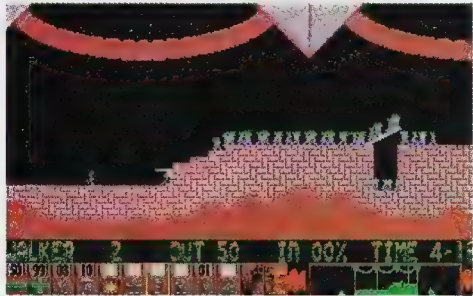
Lemmings on my Atari ST is an ace game but I'm totally stuck on level 19 of tricky. I have tried everything I can think of to beat this stage but have not succeeded.

**F Thomas, Castleton.**

I'm completely baffled by tricky level 19 in Lemmings. As I was playing, it suddenly came to me that Dr X is the very man to help me out in a situation like this. Please, please, please could you possibly assist?

**Mark McBride, Dumfries.**

**Dr X:** Ahh, Lemmings. Cute little things they are, and on my travels to Nova Scotia made a particularly tasty hors d'oeuvres, deep fried with essence of moose. Absolutely delicious, mmm. Anyway...



Here's the picture you wanted to see. Success for your fluffy things. Am I generous or what?

Timing and speed is of the essence. Get the first two rodents to be climbers. Speed up the flow to 100. Let the first one go, but as soon as the second climbs the wall, make it dig down halfway to make a step.

Then make it punch its way to the right. Dash back to the first climber and just before the drop, make it build a bridge. Every one should be saved, and if anyone follows a puncher there should be eight climbers remaining for emergencies. Am I kind or what?

## A NINJA IN A TANGLE

Could you please help me with Last Ninja III on the Amiga. I am stuck right at the start of level two. How do I get down off the raised stone platform?

I have killed all the bad guys and found the rope. I know it's got something to do with the black balls in the room with the black door. SOS!

**Mark McKeown, Belfast.**

**Dr X:** Balls to your idea! You've got all you need in your hand - the rope. Use the rope to climb down the trellis on the wall, and everything should prove hunky-dory to move further into the second level.

## YOU'RE SO VAIN

I know you can't resist a good challenge to find the tips for all those gamers who are stuck on the best of games and Prince of Persia is no exception. I have reached level 12 and I have finally reached the end, but what now?

I have killed my reflection (should I have?) but nothing happens. Whenever I go out of the screen and come back he is still alive, but only half in, and disappears whenever I get near to him. Could you please give me directions and tips to what I have to do now?

**Paul Kelly, Lurgan, Co Armagh.**

**Dr X:** You have a lot of respect for your own reflection



don't you Paul? I suppose you're one of those people who punches the mirror in the morning when greeted with your ugly mug.

You don't have to kill your reflection, in fact, it's advisable not to. To get past it, you simply have to leave your weapon on the floor in a polite manner. Easy really. Feel stupid now Paul? No? Well, you should.

## A CAPTIVE AUDIENCE

I guess this is a plea to stop us going completely nuts over Captive on the ST. We're completely stuck on mission two and have reached the planet Phoopel and have killed everything in the areas, including the three faceless samuri.

We have opened a number of cupboards which have lines in them to be highlighted, but having travelled everywhere possible we cannot find the codes to activate them. The codes we need are Blah Blah...

This letter is beginning to read like War and Peace so I'll finish by saying are we missing something in this game (about time you got down to the nitty-gritty - X) so I hope you can help us.

**I Davison, Ashington, Northumberland.**

**Dr X:** You are certainly in a pickle, but no matter how much info you give me I can tell you straight away that the pieces can be collected around you. Check all the items dropped by the carnage you have created, and check all the rooms above and below you.

Make sure you have discovered all of the walls which are moveable, and that's about it. It's a chore to



Because you wittered on endlessly, you deserve no better than a dodgy early level with absolutely no characters in. How's that for tricky?

# Dr X

**M**y New Year's resolution is to be nice to one and all. I don't know how long it'll last, but I'll give it a shot. I hope you had a good Christmas. Mine wasn't too bad, that is if you don't mind freezing to death, smelling of reindeer and having the sleigh break down halfway round your trip. If you didn't get what you desired, then tough! What do you want, blood? Anyway, phooee to my resolution, and roll on summer. Anyway, make your New Year a good one, and mine a real pain, by sending in your worries to: Has Dr X gone soft? Games-X, Adlington Park, Notverylikelyville, Macclesfield SK10 4NP.

go through everywhere again, but hey, that's life!

## HIYA SWEET CHEEKS!

Please, please, please, pretty please, could you help a very depressed kid. I am currently in need of expert help in Police Quest One. I can get to the hotel Delphoria but can't get rid of Sweet Cheeks Marie.

I think you have to phone a taxi but I can't find the number anywhere. So please can you tell me the number or where I can find it?

**Aaron Russell, Swindon.**

**Dr X:** With a name like Aaron, I bet your family never suffer from catarrh in a morning; a good gravelly name always fetches up the best in people. Anyway, enough of my medical knowledge and on with the game.

I have the same problem, I try and get rid of my missus when I try to go to the pub, but she hears nothing of it. I try the same method as below but all I get is a clip around the ear, and then have to order a lager and lime...



The office "Sweet Cheeks," Sharon, kindly showing how to be ordered into a taxi. Or, for authenticity, "I wanna drink, an' we don't want no broads in the bar!"

To 'get rid of the broad' as the barman says, you certainly do have to call her a cab. The problem is that you've either forgotten a piece of information or you were too bone idle in the first place to notice it.

Did you look at Morgan's phone? That has a number on it, call him at the office. Tell him what he desires, call 411, and get the operator. When the operator asks what for, tell her CAB. Dial the cab company and order one. Sweet Cheeks, bless her, will toddle off.

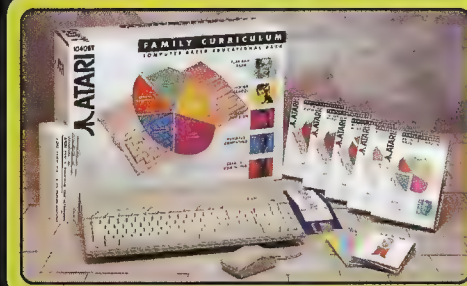


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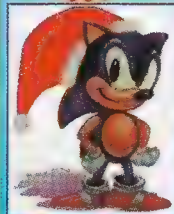
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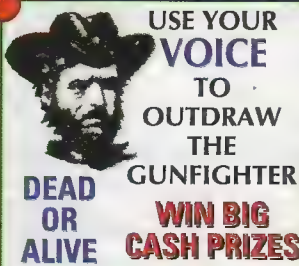
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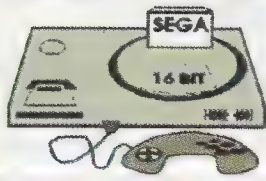


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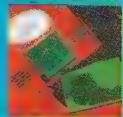
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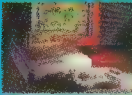
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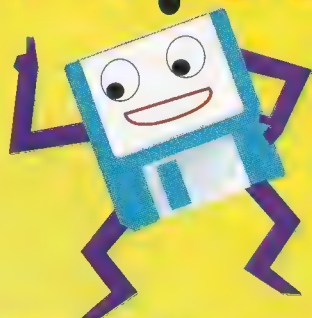
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# STREET TALK

## PACMANIA CHALLENGE

**Richard Adcock (20)**

**M**anchester United Europe is my favourite game on my Atari ST but I don't support the team, I don't support any team really. In my spare time I like to play football and that's about it. I'm not all that bothered with films, I'll watch anything on TV but I don't go out of my way to see movies on video or at the cinema.

I might have a go on Pacmania but I've never played it before so I don't rate my chances very high.



**Andrew Gibbon (18)**

**M**y greatest game has to be Sonic the Hedgehog which I play on my Mega Drive at home, it's truly amazing. When I'm not playing on the Mega Drive I like to participate in sports; football, squash and rugby being the main ones. I support both Leeds teams, Utd and the RL Utd are definitely going to win division one.

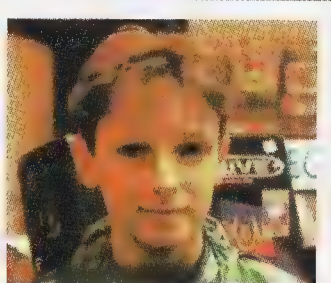


**Daniel (10)**

**A**s for me, I own a Nintendo and a Game Boy and I'm going to get a Game Gear. My favourite games are Mario 3, Nemesis and I'm looking forward to playing Sonic on the Game Gear.

I like to watch TV and films as well as read books. I prefer to watch comedy films and the one I like the most is probably Three Men and a Little Lady.

I like American Football more than British because the violence you get in American is more exciting. I'm going to have a go at Pacmania as long as there isn't a queue!



**Daniel Wilson (13)**

**J**ohn Madden is the game I play more than anything else, it is just so playable but it is still difficult to beat by yourself.

I own a Mega Drive and when I'm not using it I play a lot of football and rugby. I support Manchester United but I'm not from Leeds, I live in Halifax. The Reds are definitely going to win the league this year!

I like to watch a lot of science fiction films, you know, anything like Star Wars or Star Trek. I don't have a particular favourite, I'm easily pleased, I suppose.

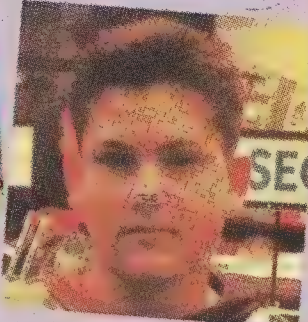
**Rory Aspel (13)**

**T**he computer that I own is the Mega Drive and the best game for it is Quackshot which I'm getting for Christmas. I'll spend all Christmas playing it I suppose, that's if my mum will let me!

I like to play rugby in my spare time and I'm a brown belt at karate. I don't really watch any films 'cause I spend all my time playing the computer games I've got.



### THIS WEEK'S WINNER AT GAME IN LEEDS



**Michael Sharp (15)**

**1**st - The best game I've played is Road Rash, it's great fun and I play it on my mate's Mega Drive a lot because I don't own a computer myself. I've never played Pacmania before so I don't think that I'm going to do all that well, but who knows?

In my spare time I like to play and watch football, I support Leeds Utd and believe that they are going to win the championship. I like to watch films and my favourite is Terminator 2.

### PACMANIA HALL OF FAME

1. Tariq Abdu.....80,040
2. Robert Mottershead.....78,260
3. Kevin Fulcher.....78,110
4. Anthony Widdowson.....72,360
5. Gavin Wheale .....70,260
6. Alan Rayner .....69,340
7. Neil Stevens .....69,260
8. Mark Smith .....67,220
9. Damian Marshall .....63,920
10. Eddie Regan .....40,880

Look out for us in the New Year eagerly roaming the countryside, in search of a winner for that Mega Drive.

**Mark Wake (18)**

**2**nd - I'm a native of Leeds and I own a Sega Mega Drive and an Amstrad; I play on the Mega Drive the most. I'm into arcade adventure games and my favourite one is Shining in the Darkness.

When I'm not playing games I enjoy reading a lot, my favourite author being Stephen King. I'm currently reading the Dragonlands books.



## SHOP TALK

**Steven Richardson (22) - Shop Manager**

**B**usiness isn't too bad at the moment, considering the economic climate as they say! This industry is not doing as badly as some but it certainly isn't as busy as last year.

Out of all the computers the Amiga is still doing the business, while the PC has jumped into second place above the ST. The Mega Drive is still the best in consoles although the Nintendo is getting better. The Master System is sadly not doing as well as expected.



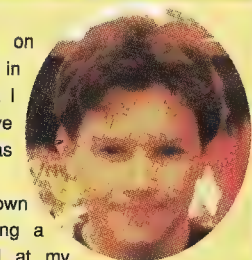
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- 6 Lotus Turbo Challenge 2
- 7 .....Heimdall
- 8 .....Sonic (Master System)
- 9 .....Streets of Rage
- 10 .....Sonic (Mega Drive)

**Peter Haul (12)**

**W**hen I'm not playing on games I like to partake in rugby, cricket and most sports. I also enjoy watching films and I've just seen Hot Shots which was pretty good.

I don't live in Leeds and I own an Archimede's but I'm getting a Game Gear which I've used at my mate's house. The best games I've played are Mario 3 on the Nintendo. I feel awful about getting the lowest score of the day so far, I'm sure I could have done a lot better.







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**A**s Cybornetics shapes up as a powerful force to reckon with, Millennium looks set to develop games with more strategy in the future. The original concept and game plan was designed in the States by Silicon Knights.

However, the graphics have been greatly enhanced by Millennium's chief graphics man, Rob Chapman.

The music and sound FX are being produced by top computer musician, Richard Joseph, of Robocod and Speedball 2 fame.

In this terrible time all thoughts of world peace have faded. Peace treaties take a one-way trip through the shredder

*It's 21st Century AD, five military powers are locked in a struggle for global domination. Each has the ability to crack the world in two like a hatchet through an apple. Can one man handle all that power? Jason Spiller reports on the progress of Millennium's powerful war and strategy project, Cybornetics.*

and none of the five powers dares relinquish its grip in this spiralling military arms race.

### PO-FACED FOES

Cybornetics is a multi-faceted game of war and strategy, featuring many different

objectives and a variety of gameplay. The two main objectives are the expansion of territory and the production of ever more powerful military hardware in order to compete against the powerful foe.

Up to five can compete in the power struggle, taking the reins of each of the

superpowers. Otherwise the highly intelligent computer will kick in and control dormant powers.

With global domination as the main objective, the stakes are high. But there is also a heavy artillery arcade battle which engages you in a powerful and

## THE ART OF GLOBAL DOMINATION

**1** Move the unit of cyborgs

**2** Repair the unit after conflict

**3** Satellite spy on the territory

**4** Build cyborgs to do battle

**5** End turn

**6** Establish capital (money)

**7** Build factory out of wealth

**8** Upgrade factory for efficiency

**9** Fortify territory with cannons

**10** Save game, so you can continue from where you left off

**MAP:** Scroll across the territory looking for prime sites on which to establish cyborg factories. From this view you can also keep tabs on enemy movement



# MS



explosive arcade action sequence, pitting you head to head with your opponents.

Your first task is to establish government in new territory. For this section you are greeted with an overhead view of the world around which you can scroll while in search of prime development land.

Once you have claimed new territory you set about building industrial factories with the sole purpose of designing and building ever more powerful cyborgs. It is these battle beasts you pit against the opposing powers.

The cyborgs are half organic, half mechanical, heavily armoured, supremely intelligent and built with one purpose – to annihilate the opposition.

The strength and intelligence of the cyborgs is the key to invading territories and also to expanding the military and industrial complex.

Put simply, to occupy territory you need the strongest cyborg force, to build cyborgs you must establish factories which requires wealth from gaining territory, the more territory you establish the richer you become and so on.

So, the game is played on two very different levels. The strategy of

developing factories, winning territory and building the ultimate war machine is very different to the fast moving seat-of-the-pants arcade action which puts you in control of a cyborg.

Cybornetic's strength lies in the diverse difference in gameplay. Never has this been achieved on such a scale, nor has the connection between the two been so relevant.

Suddenly you are taken from the office environment and thrown into direct battle. For the mother of all wars, the arcade battle section, the screen changes to a split-screen and with joystick control your military cyborg stalks the terrain.

**HERE'S LOOKING AT YOU DROID!**  
You cannot see your opponent's cyborg until both are very close and each droid is tooled up with awesome firepower including homing missiles, sure to make you sweat.

Although each of the game sections

in Cybornetics integrate in a complete campaign, they can also run independently, allowing you to concentrate on various elements.

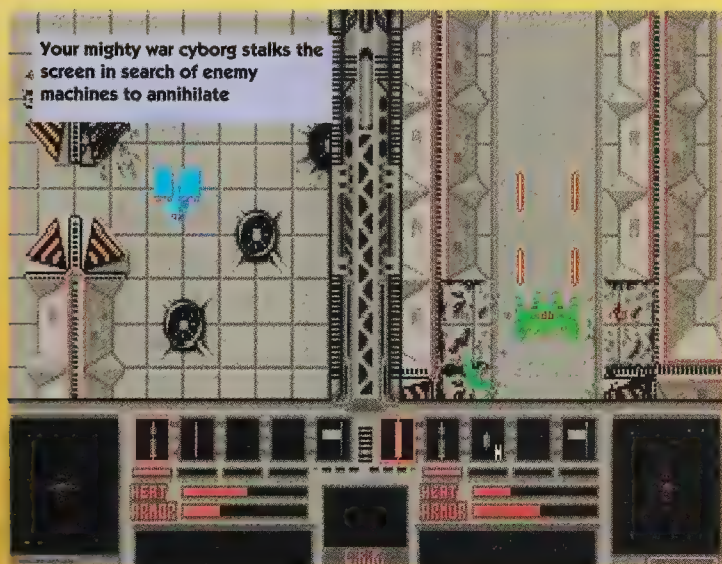
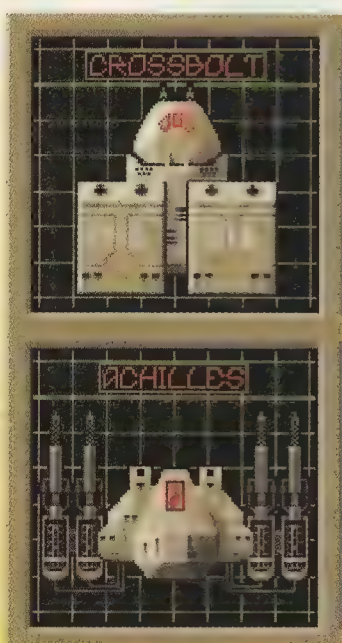
These include a strategy campaign which is terrain expansion, gaining wealth and factory building.

In contrast, tactical battle puts you right up there in the front line in a head-to-head arcade battle, aptly named Survivor. A player selects a cyborg configuration and must survive repeated computer-controlled attacks.

If war strategy always comes across as having a stuffy and rather elitist image then Millennium's Cybornetics should by all means succeed in blowing the dust and cobwebs off.

The integration of battle and strategy has rarely been so well combined with pure arcade action and intense strategy and planning.

Cybornetics is due to be published on ST, Amiga and PC in early '92.







# Sneaky

# PLAN 9 FROM OUTER SPACE



**H**aving conquered the racing game genre, Gremlin Graphics now looks set to do battle with the best of them. So, what blockbuster movie have the Gremlins gone for?

Well, actually it has decided to start at the lower end of the spectrum - rock bottom to be precise. As you tuck into your Christmas turkey, the programmers at Gremlin will be working on theirs: Plan 9 From Outer Space.

Quite a classic B-movie, Plan 9 from Outer Space has been universally received by the film critics.

"The most miserable spectacle ever made", "staggeringly inept", "barely watchable", "mesmerisingly awful" and "produced with no interference from the conscious

mind" all combine to sum up the film's appeal.

Gremlin had been looking to convert a movie to the home computer for some time. It was during a brainstorming session that some bright spark came up with the idea of taking an old black and white film and giving it the five star treatment.

It wasn't long before Gremlin had latched onto Plan 9 From Outer Space - probably the worst film ever.

### WHO DUNNIT?

One of the main problems encountered by Gremlin was in fact who owned the copyright to the film. No obvious film company would admit to it so Gremlin's David Marto began his quest to discover just who the culprit was.

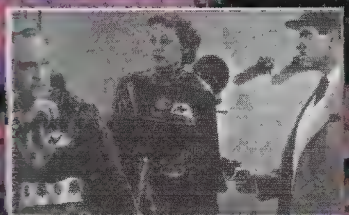
His investigations led him to

the United States, where he eventually made contact with the gentleman who held the international rights, Wade Williams III.

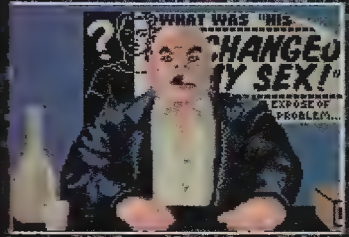
It was through Williams that Marto got in touch with Alter Ego, the copyright holder in the UK. Alter Ego allowed Gremlin to go ahead with the game, receiving assurances that it would be in keeping with the film's spirit and plot.

The story-line behind the game itself is pretty wacky. A couple of aliens named Eras and Tanna are sent to earth in a flying saucer.

Their orders are to destroy the planet before a series of nuclear tests blow the universe into lots of little pieces. The ashtray-like saucer lands in a creepy cemetery just outside the quiet town of San Fernando.



Plan 9 From Outer Space, "the most miserable spectacle ever made", well did you not!





# Peek OUTER SPACE

**1992 looks as though it could be a really big year as far as film licences go. Ocean has already snapped up Hook and the Addams Family, US Gold has secured Indiana Jones and the Fate of Atlantis, and Mirrorsoft has grabbed Alien 3.**



Not everyone will be as helpful in aiding your mission as you might have thought. For some, Plan 9 From Outer Space is a movie that should never see the light of day.



It is here that Eros and Tanna put their Plan 9 into action. They begin to resurrect the dead from the graves before putting them to use as an invading army of zombies!

Of course it all goes horribly wrong and life humbly goes on as usual. Complete with horrendous continuity errors and the death of the star halfway through the filming, Plan 9 is truly a classic turkey.

## EDITORS AT WORK

The game itself doesn't follow the plot. Instead, you are assigned to recover the lost tapes. The action takes the form of an adventure game in which you must visit a myriad of locations attempting to unearth the priceless pieces of celluloid.

Using an icon-driven system players must interact with their

environment before making it back to the cutting room to view reels of the movie that they have managed to obtain.

The project was started back in April 1991 and should be ready for release around February or March '92.

Plan 9 is being worked on by Ian Hadley together with a group of other programmers at Gremlin Graphics Ireland which is situated in downtown Dublin.

1992 certainly looks as though it could be the Plan 9 From Outer Space's year.

The movie's 36th anniversary sees not only Gremlin's computer game being released but also sees the movie being launched on self-through video and the opening of a West End musical based on its antics.

So, keep you eyes peeled for Plan 9 From Outer Space.



Clues as to the whereabouts of the missing reels can be found everywhere. Is this a weird old photograph, or maybe your reflection?









more enjoyable than one person having to wait. So come on software companies, release more multi-player games. I am really looking forward to Final Fight as I believe it has a multi-player option.

**Robert Cannard, Gotherington, Cheltenham.**

*It's true, games that have simultaneous two-player modes are more entertaining. However, when software is written it is designed to run on the most basic model of computer, eg the Amiga 500.*

*Dedicated coin-ops contain custom chips, programmed to perform one task. Your humble computer, with its versatile chip set, can play a multitude of games and so it's often impossible for the programmers to incorporate all the original features of the coin-op in the home computer version. What you get is usually 'the best that can be done'.*

### YOU SAID WHAT?

Just wanted to tell you that I can finish Final Fight in one credit. Can I have four T-shirts for myself and my mates? I also have a question. Why is Dr X such a prat? (He isn't - Doc). Oh, and could you also send me Issue one because I missed it.

**Martin Doyle, Skelmersdale, Lancs.**

*What a guy! (Well, I wouldn't go that far. In fact I'd say he was a cheeky young blighter. Actually I'd say worse but it would only be edited out - Doc).*

### MEGA MADNESS

How ya doing? (fine thank you - Unc). Before I start, please answer this letter before I jump off the Forth Bridge (You don't wanna do that! - Unc). What in your opinion is the best game for the Mega Drive out of E-Swat, New Zealand Story, Rainbow Island and James Pond? And what percentage would you give to each of them?

Do you know if Ninja Gaiden, G-Loc, OutRun Europa, SCI Chase HQ 2 or Turtles Arcade are coming out on the Mega Drive. Please print this or I'll take the pin out of this grenade. Too late, I've done it. It'll blow any second. Ten, nine, eight...

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PS I take a small sized T-shirt... seven, six, five...

PPS Sorry about the bad writing and mistakes, Sonic wrote it for me... four, three, two...

**S Marshall, Cairney Hill, Fife.**

*I personally think that James Pond is the best out of the games you have mentioned, but have you thought about Robocod? It's better than the first so what more cod you want! As for your other questions, you're an inquisitive little swine, aren't you. Anybody would think I'm a public information service, but because you are about to blow off your head, I'll tell you.*

*You can expect to see G-Loc for sure, and Outrun Europa will appear but not for a while yet. I would have thought Ninja Gaiden was coming out but I'm not 100% sure, and as for the others, wait and see what Sega has in store for you...*

## TEAM TALK

**IT'S PARTY TIME!** Yes, all the staff of the world's greatest games mag decided to have a party in the office itself. Only to celebrate Christmas and all.

Before too long we were all kicked out of the office and moved into one of the local public houses where Fungus proceeded to teach us all some strange games played by drunken rugby players.

Nicky Noo bought himself a barrel of beer for the evening and dossed down at John's house, which is also where Fungus fell.

All in all it was a very enjoyable night, in fact it was so good that we are all off to do something similar again on this very night!



# NEXT WEEK

## out Thursday 9th January

★ **Game of the Week - Agony from Psygnosis plus Shuttle from Virgin**



★ **Sneak a peek at Hare Raising Havoc, starring Roger Rabbit, and John Madden Football on the Amiga**



★ **We review the latest machines to hit the arcades**

★ **Catch the second part of our guide for new Amiga/ST owners**

*Contents are subject to change*

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# SPACE MUTANTS™

# ARE INVADING SPRINGFIELD!



MATT  
GROENING

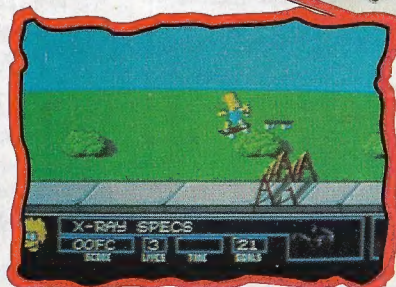
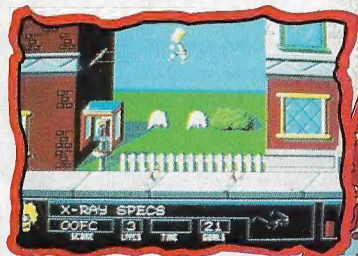
That's right man!  
A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

## PRETTY COOL HUH?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man. Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

**BUY THIS GAME!**  
Thanks man.



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